

# Autres

## Structure Synth [Cross-platform]

Application for generating 3D structures by specifying a design grammar.

<http://structuresynth.sourceforge.net/>

## F3 [Mac]

Powerful 3D design app that enables you to live code 3D form.

<http://www.syedrezaali.com/f3-mac-app/>

## Fragment [Mac]

App to live code GLSL graphics.

<http://www.syedrezaali.com/store/fragment-osx-app>

## ShaderTool [Win]

Modern shader IDE for programmers and FX artists.

<http://store.steampowered.com/app/314720/>

## Syphon [Mac]

Allows applications to share frames with one another in realtime.

<http://syphon.v002.info/>

# KodeLife

Real-time GPU shader editor, live-code performance tool and graphics prototyping sketchpad.

<https://hexler.net/software/kodelife>

# ISF

GLSL shaders for use in interactive applications.

<https://www.interactiveshaderformat.com/>

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