

Vireio Perception: Open-Source Stereoscopic 3D Driver  
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Vireio Perception Version History:

v1.0.0 2012 by Andres Hernandez  
v1.0.X 2013 by John Hicks, Neil Schneider  
v1.1.x 2013 by Primary Coding Author: Chris Drain  
Team Support: John Hicks, Phil Larkson, Neil Schneider  
v2.0.x 2013 by Denis Reischl, Neil Schneider, Joshua Brown  
v2.0.4 to v3.0.x 2014-2015 by Grant Bagwell, Simon Brown and Neil Schneider  
v4.0.x 2015 by Denis Reischl, Grant Bagwell, Simon Brown, Samuel Austin and Neil Schneider

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Aquilinus - 3D Modification Studio  
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V1.1 Memory Scanner Modifications - 2014 by Simon Brown and Grant Bagwell

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Following effects are used:

„String Theory“	by shadertoy.com user „nimitz“
„Bubbles!“	by shadertoy.com users „iq“ and „weyland“
„C64 Plasma“	by shadertoy.com user „ssdsa“
„Worley Algorithm (Cell Noise)“	by shadertoy.com user „Yeis“
„Tileable Water Caustic“	by shadertoy.com user „Dave_Hoskins“
„Museum of random Planets“	by shadertoy.com user „LukeRissacher“
„Hypnotic Disco“	by shadertoy.com user „xbe“
„Voronoi Smooth“	by shadertoy.com user „iq“
„Toon Cloud“	by shadertoy.com user „AntoineC“