3d-game-shaders-for-beginners

(1). How to configure builds for Windows users
https://github.com/lettier/3d-game-shaders-for-beginners/issues/37

(2). How to run on Windows visual studio 2019 since panda3d isnt supported on mingw g++
https://github.com/lettier/3d-game-shaders-for-beginners/issues/35

(3). Windows10 - Run Demo with 100% GPU usage?
https://github.com/lettier/3d-game-shaders-for-beginners/issues/33

(4). osx compile error
https://github.com/lettier/3d-game-shaders-for-beginners/issues/32

(5). Demo crash on M1 macbook
https://github.com/lettier/3d-game-shaders-for-beginners/issues/28

(6). Can't open the final package
https://github.com/lettier/3d-game-shaders-for-beginners/issues/27

(7). Windowsÿ can't load shadersÿ
https://github.com/lettier/3d-game-shaders-for-beginners/issues/23

(8). :display:gsg:glgsg(warning): Project runs but shaders do not load correctly
https://github.com/lettier/3d-game-shaders-for-beginners/issues/22

(9). sRGB Formula incorrect
https://github.com/lettier/3d-game-shaders-for-beginners/issues/21

(10). Could I get the project file of the model? Like a blender project.
https://github.com/lettier/3d-game-shaders-for-beginners/issues/15