

# STUDY MATERIALS

## Books

- The Graphics Codex, V2.15, by Morgan McGuire, 2011-2018
- Computer Graphics: Principles and Practice, Third Edition, J.F. Hughes
- The Book of Shaders - <https://thebookofshaders.com>
- Real-Time 3D Graphics with WebGL 2, Second Edition, by Farhad Ghayour and Diego Cantor, Packt Publishing, October 2018
- List: <http://www.realtimerendering.com/books.html>

## Web

- <https://www.realtimerendering.com/>
- <https://threejs.org/manual/#en/fundamentals>