



## *Gpu-Gems-2*

### **Terrain Rendering using Spherical Clipmaps**

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[Analyzing the loss of significance in floating-point computations - Benjamin Jurke](#)

[Sebastian Lague - YouTube](#)

[SimonDev - YouTube](#)

[SphericalClipmaps\\_Electronic.pdf \(malteclasen.de\)](#)

### **Refferentzen im Code:**

[WinMerge/freeimage: Unofficial clone of the FreeImage library  
\(http://freeimage.sourceforge.net\) \(github.com\)](#)

[skypjack/entt: Gaming meets modern C++ - a fast and reliable entity component system  
\(ECS\) and much more \(github.com\)](#)

[OpenGL - The Industry Standard for High Performance Graphics](#)