#### Geodesuka Engine

Shader Kitty

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### Contents

Preface		j
1	Copyright	1
<b>2</b>	Acknowledgements	3

4 CONTENTS

#### **Preface**

This engine was created as a hobby while in college. It originally sought to unify gpu computation and gpu graphics utilizing both OpenGL and OpenCL. Currently the project in development has dropped support for the OpenGL API in place for Vulkan. As it unifies both compute and graphics operations and is highly extendable.

ii PREFACE

Chapter 1

Copyright

## Chapter 2

# Acknowledgements

Hello World