

3d-game-shaders-for-beginners

1. "How to configure builds for Windows users"
["https://github.com/lettier/3d-game-shaders-for-beginners/issues/37"](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"](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"](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"](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"](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"](https://github.com/lettier/3d-game-shaders-for-beginners/issues/27)
7. "Windowsy can't load shadersy "
["https://github.com/lettier/3d-game-shaders-for-beginners/issues/23"](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"](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"](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"](https://github.com/lettier/3d-game-shaders-for-beginners/issues/15)
11. "Using it in Three.js"
["https://github.com/lettier/3d-game-shaders-for-beginners/issues/10"](https://github.com/lettier/3d-game-shaders-for-beginners/issues/10)
12. "focal length -> focal distance"
["https://github.com/lettier/3d-game-shaders-for-beginners/issues/6"](https://github.com/lettier/3d-game-shaders-for-beginners/issues/6)
13. "Be more beginners friendly !"
["https://github.com/lettier/3d-game-shaders-for-beginners/issues/3"](https://github.com/lettier/3d-game-shaders-for-beginners/issues/3)
14. "About the materials format."
["https://github.com/lettier/3d-game-shaders-for-beginners/issues/2"](https://github.com/lettier/3d-game-shaders-for-beginners/issues/2)