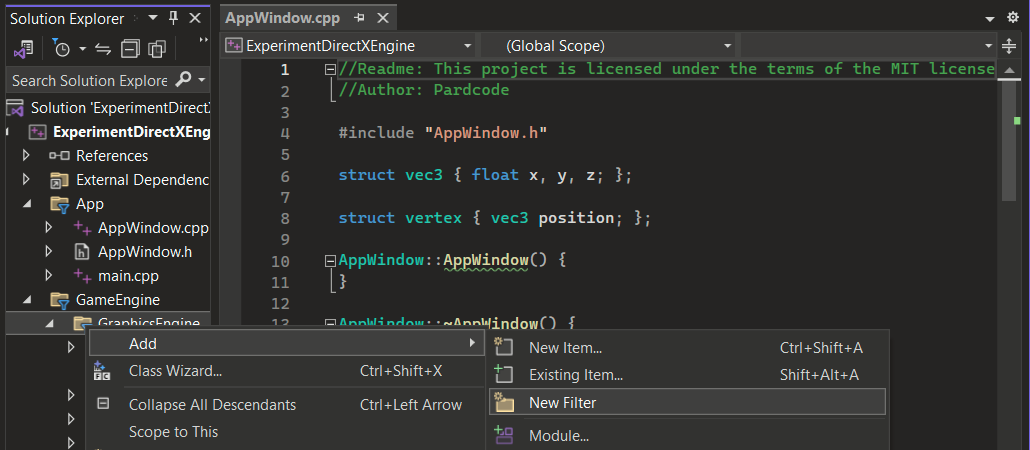
Readme: This project is licensed under the terms of the MIT license.

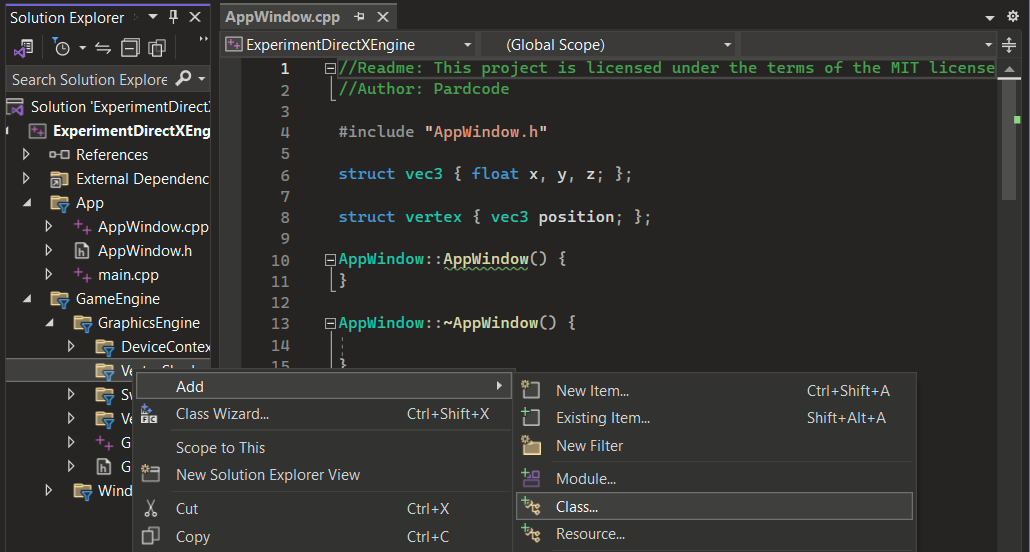
Video: [C++ 3D Game Tutorial 7: Creating 3D Engine - Vertex Shader](https://www.youtube.com/watch?v=iFuZxLUinRk&list=PLv8DnRaQOs5-ST_VDqgbbMRtzMtpK36Hy&index=7)

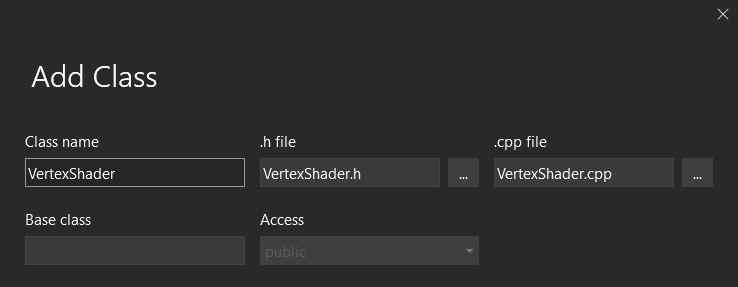
Author: Pardcode

# **7. Creating the VertexShader**

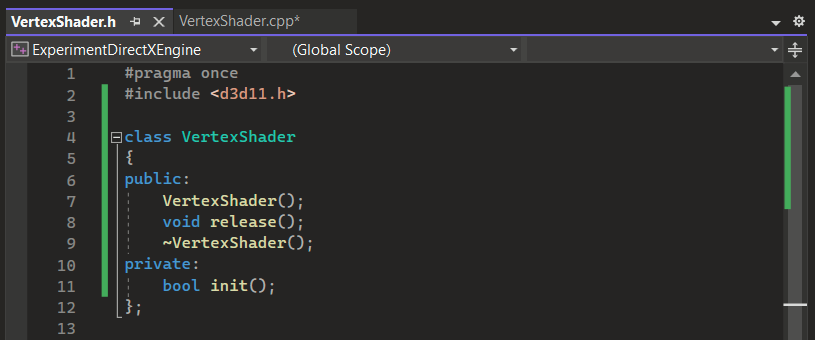
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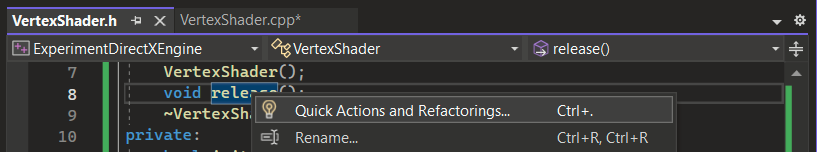


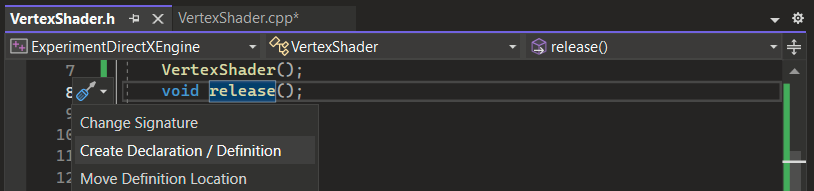


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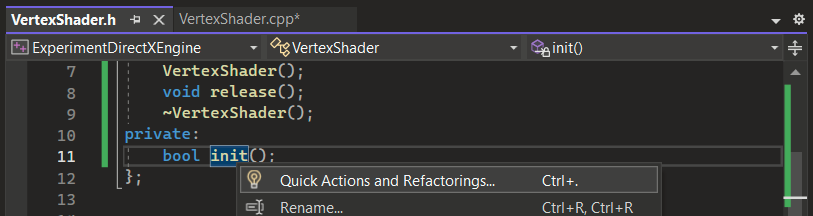


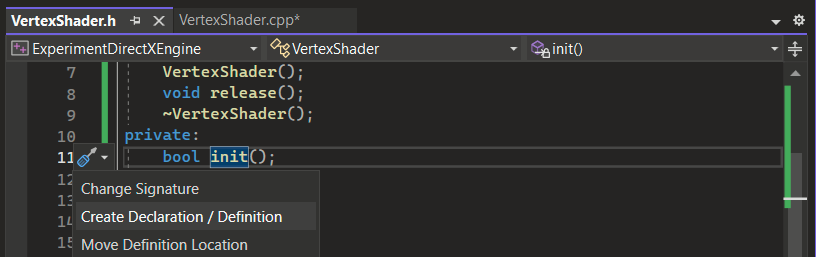
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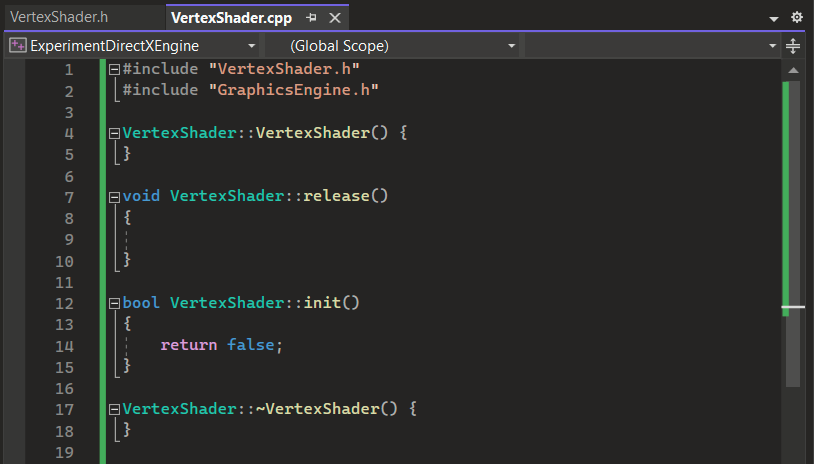


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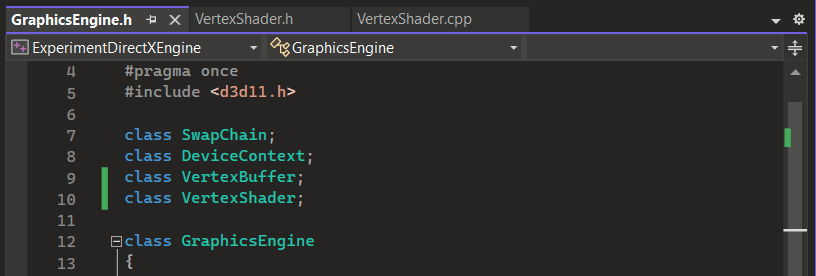


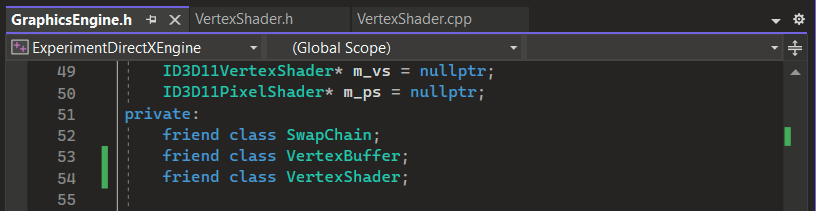


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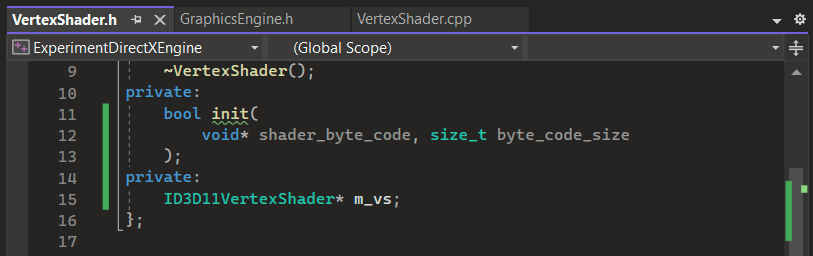


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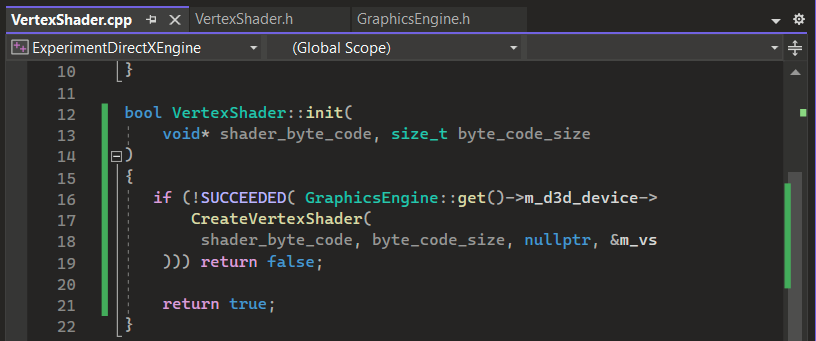




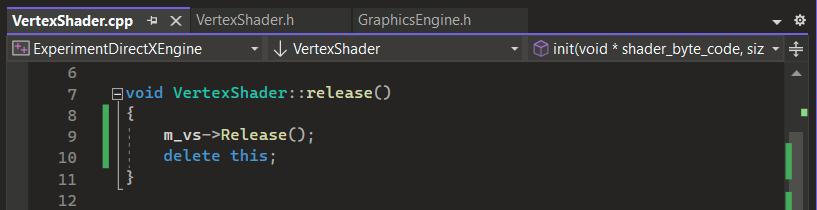
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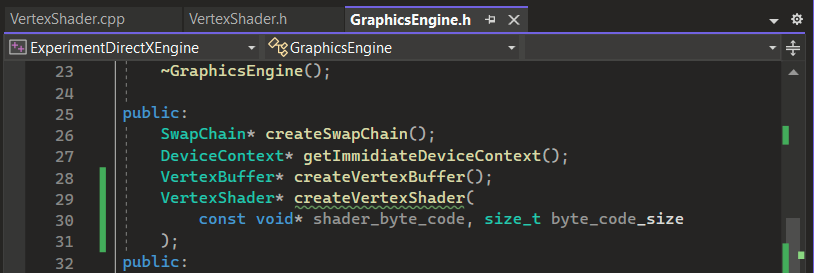
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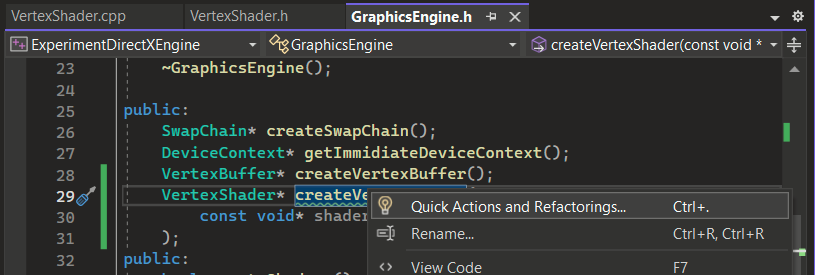


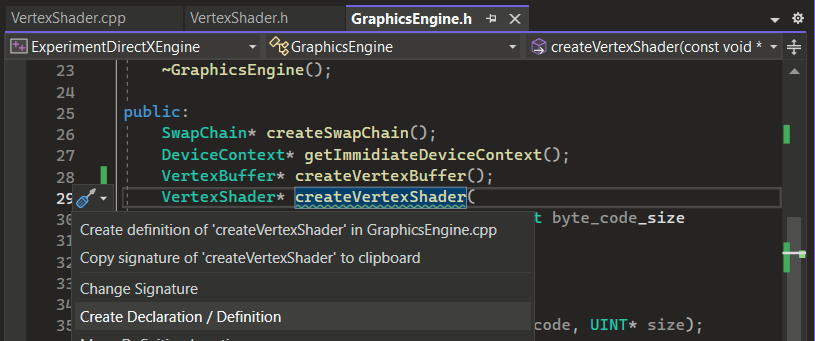
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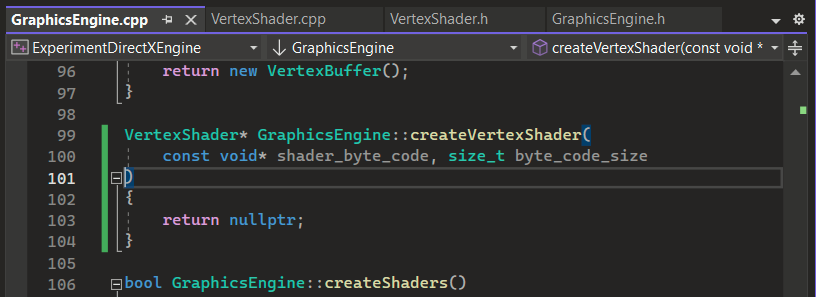


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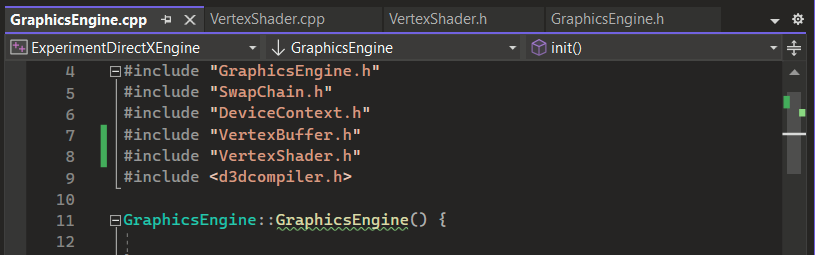




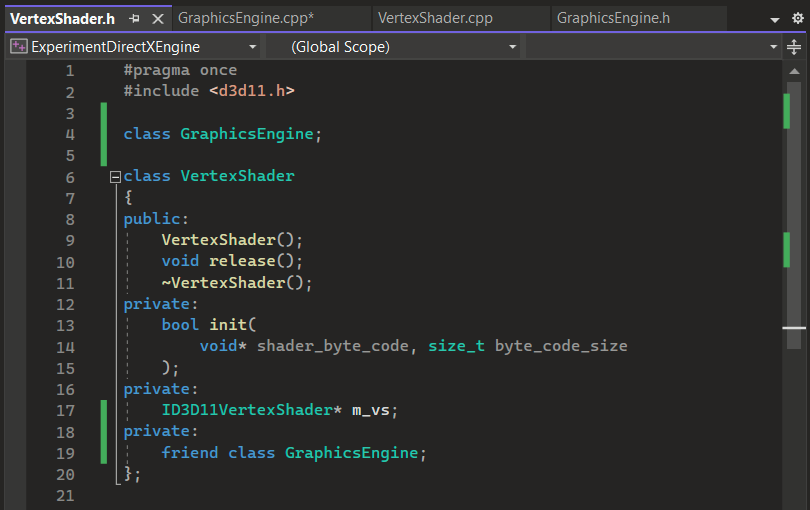




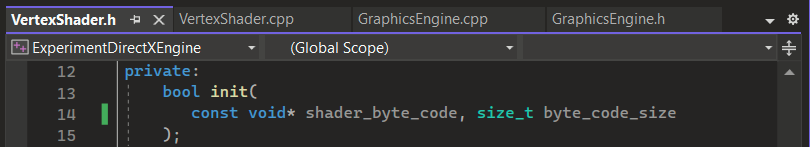
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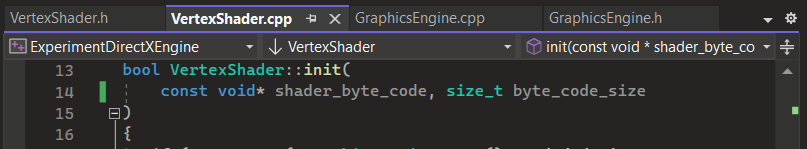


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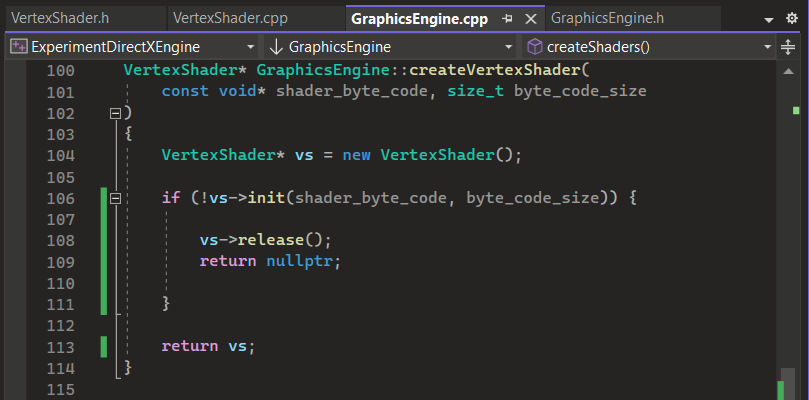


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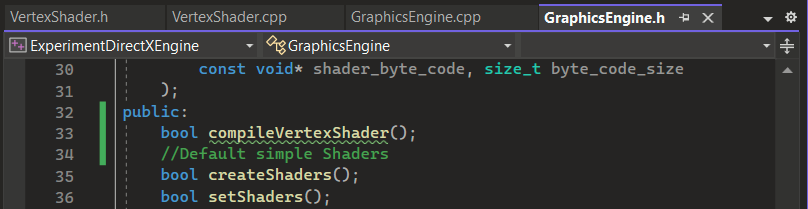


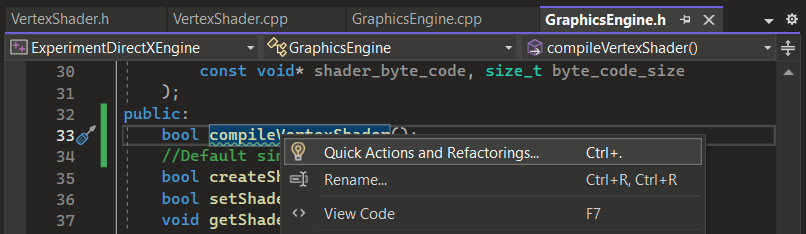


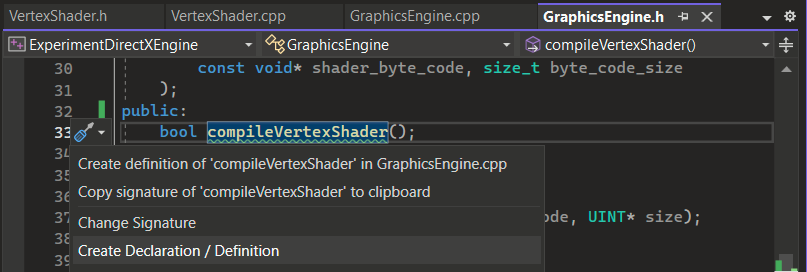
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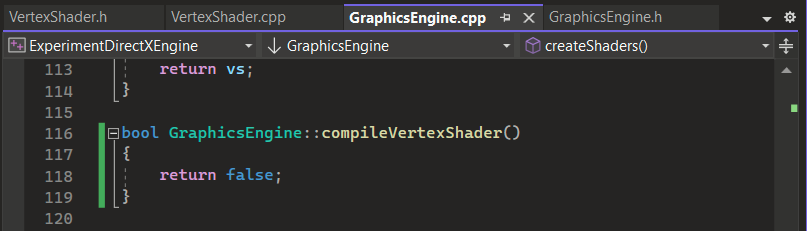


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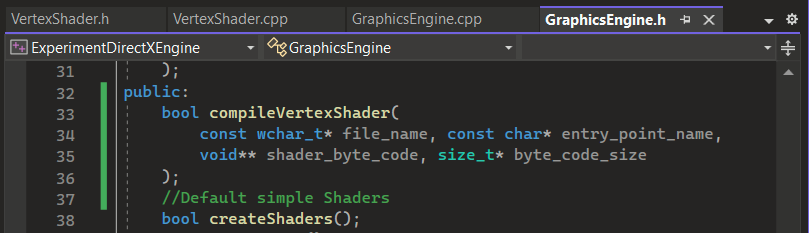


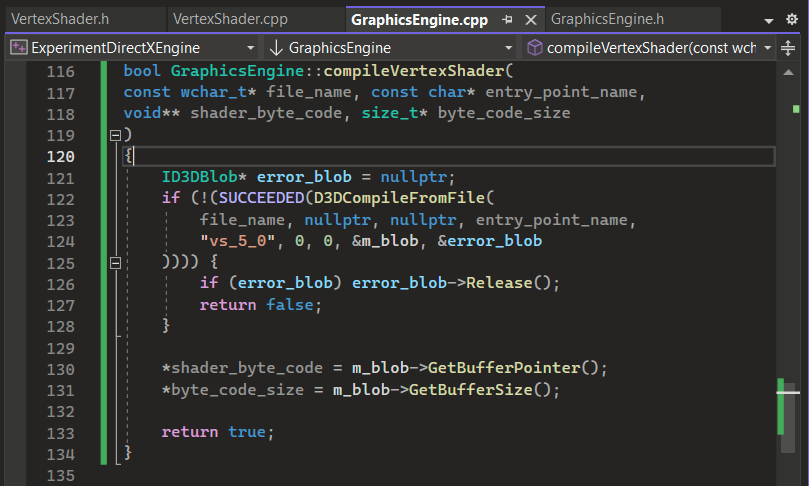




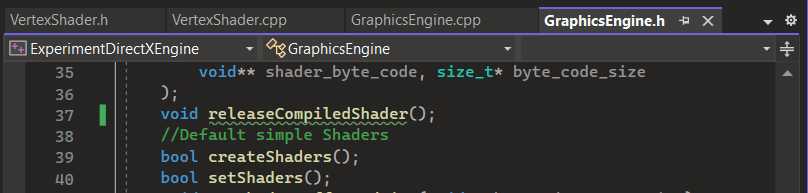


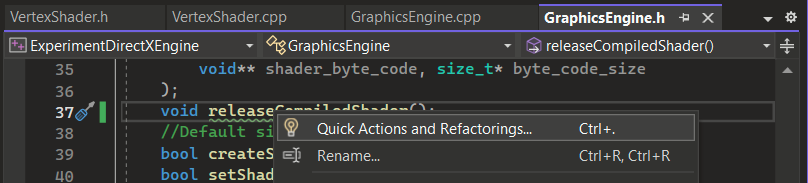
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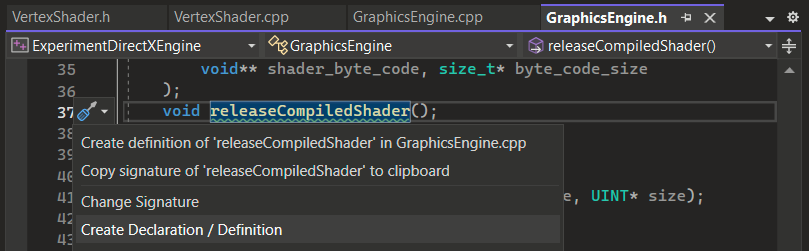


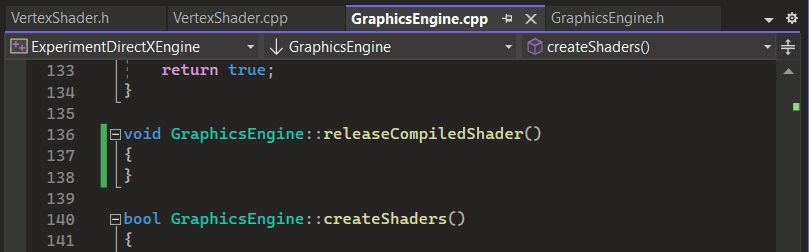


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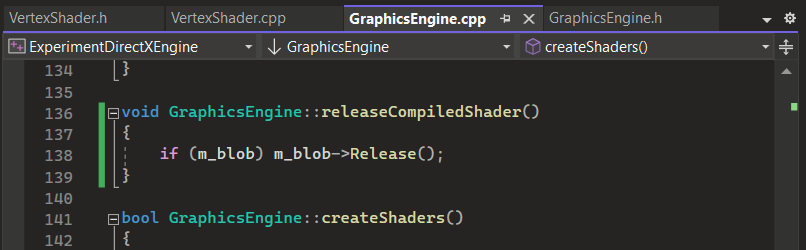




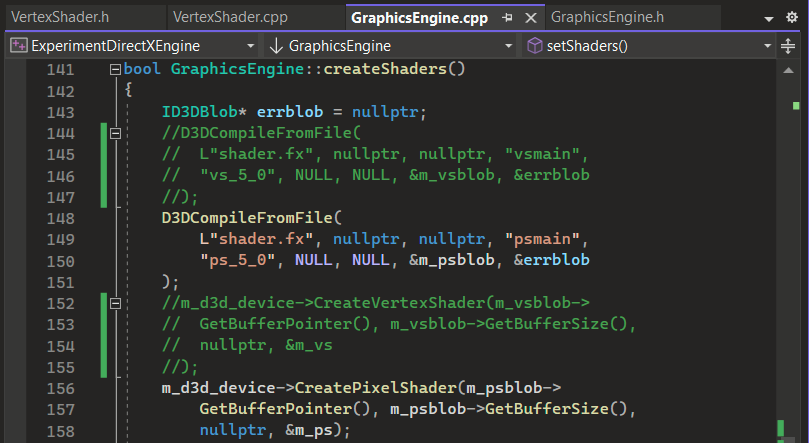




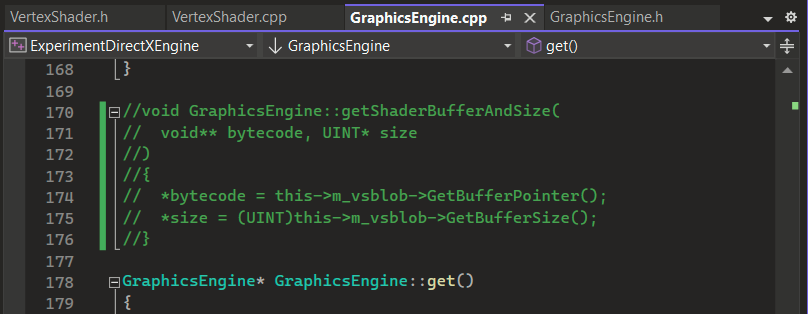
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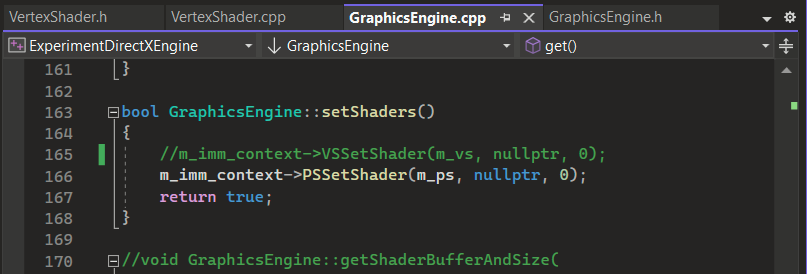
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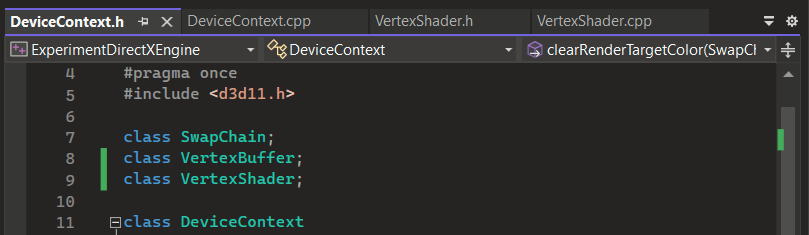
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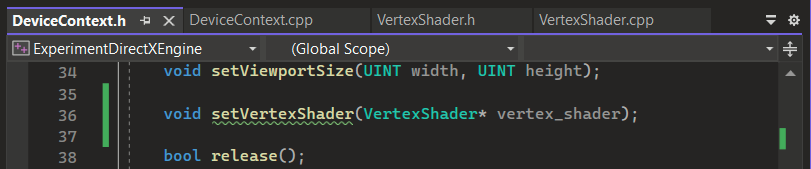
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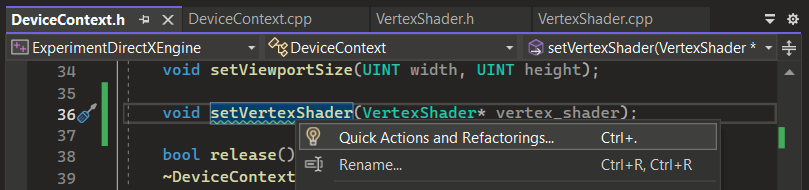


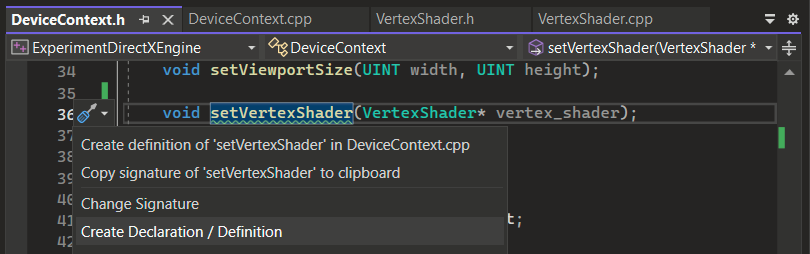
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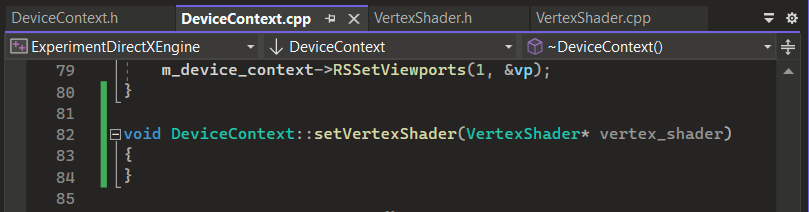


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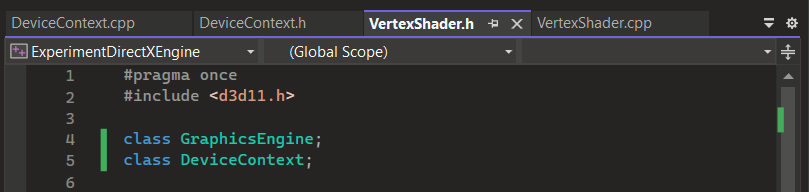


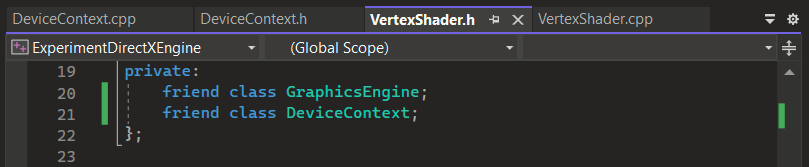




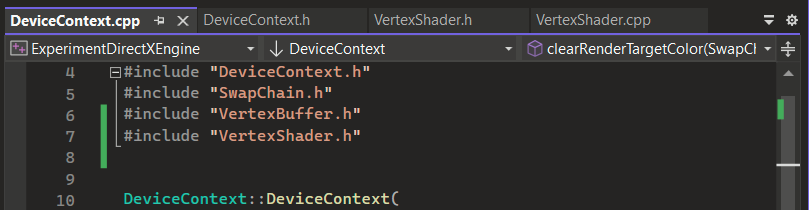


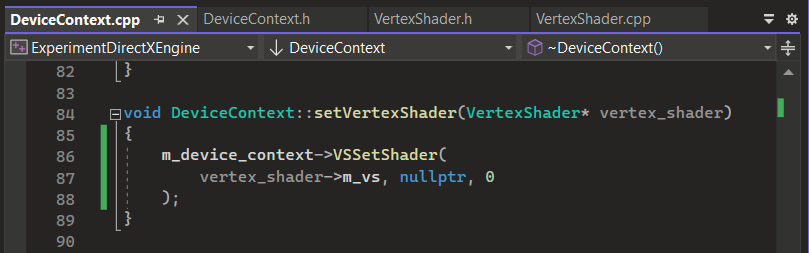
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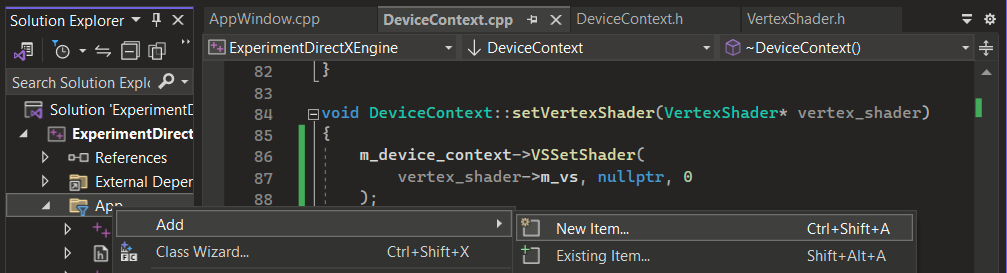


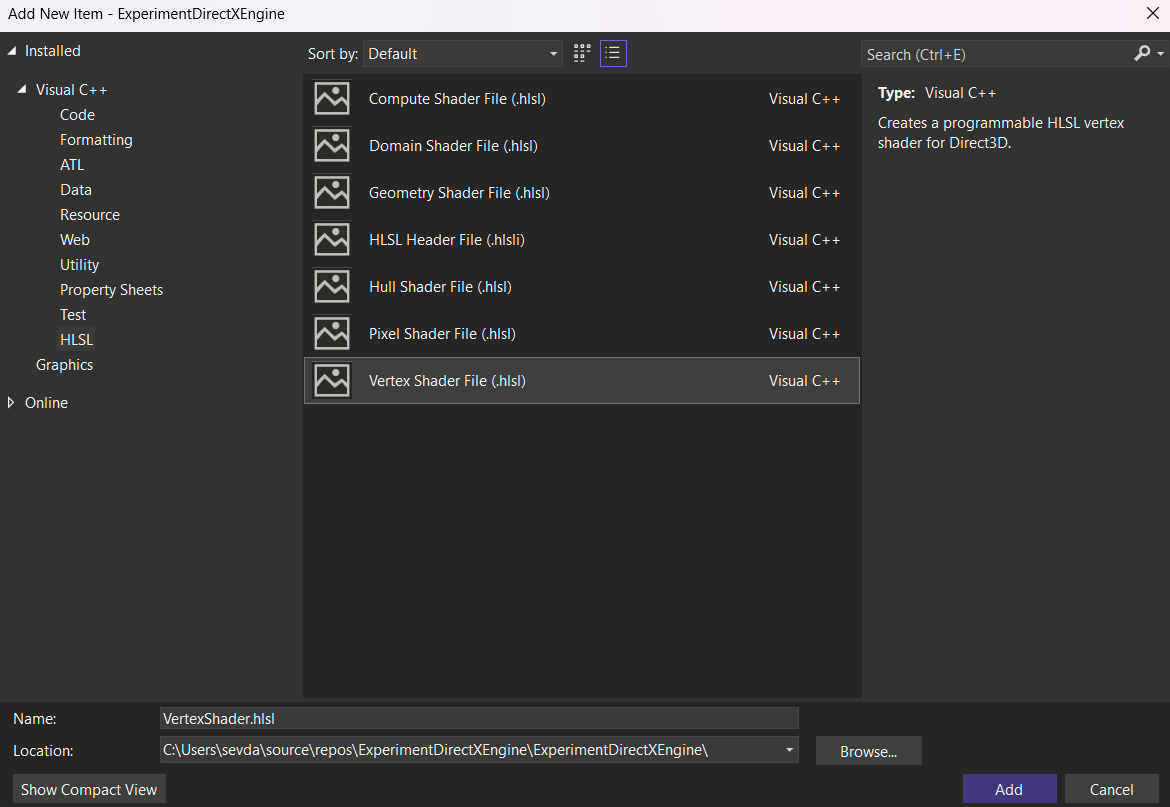
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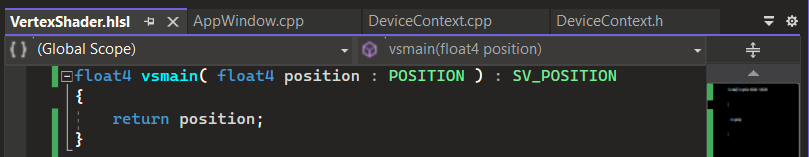




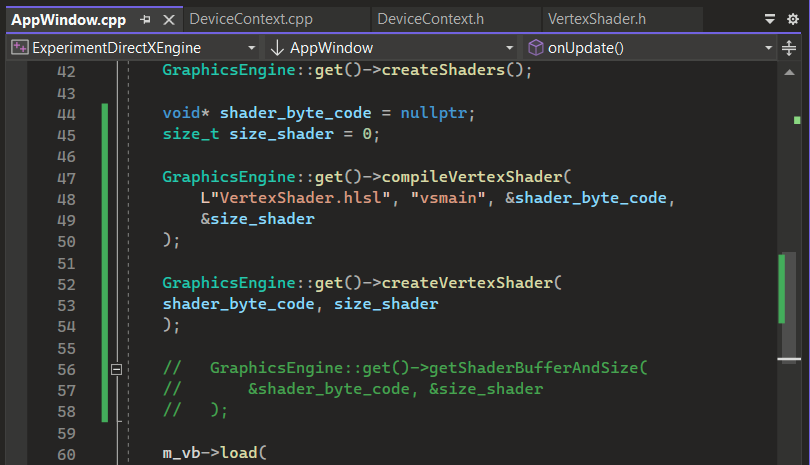
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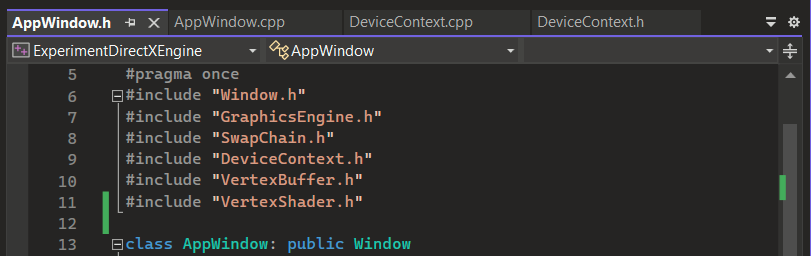


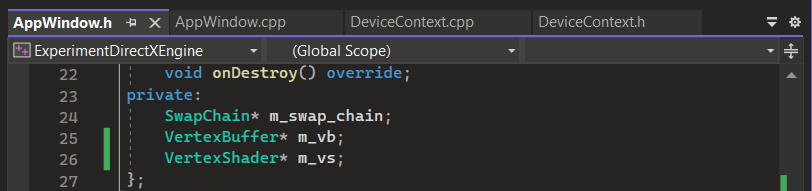


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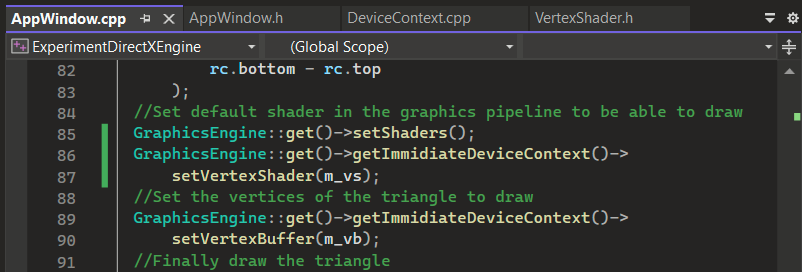




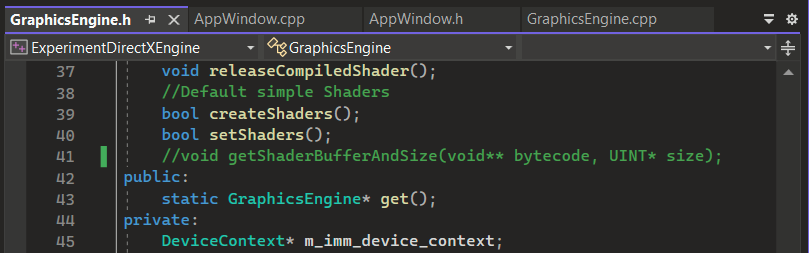
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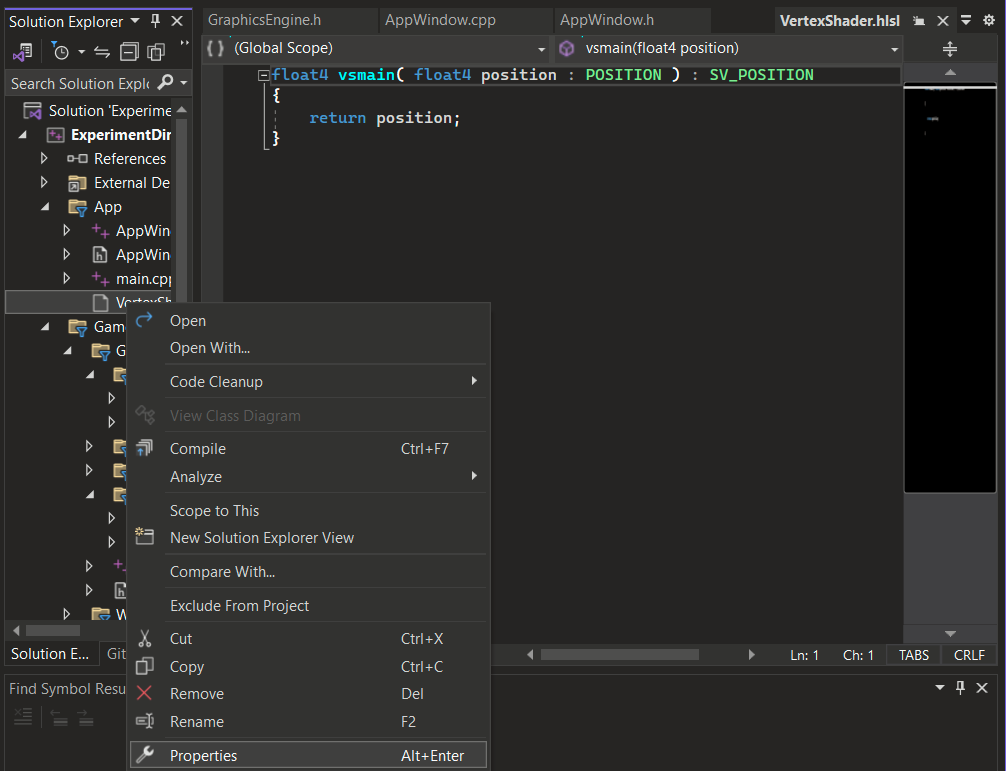
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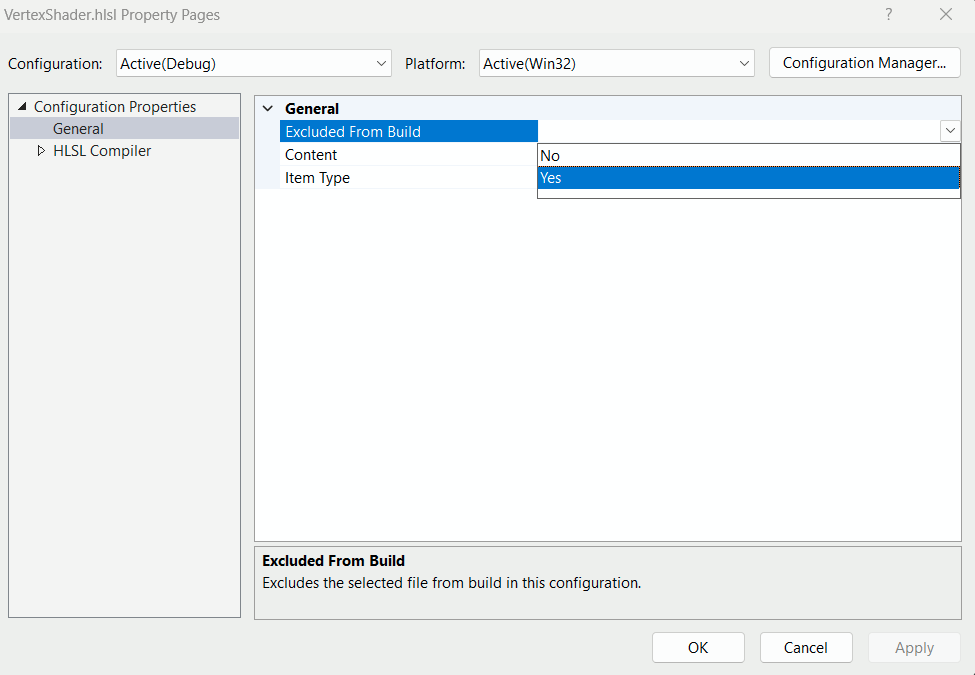


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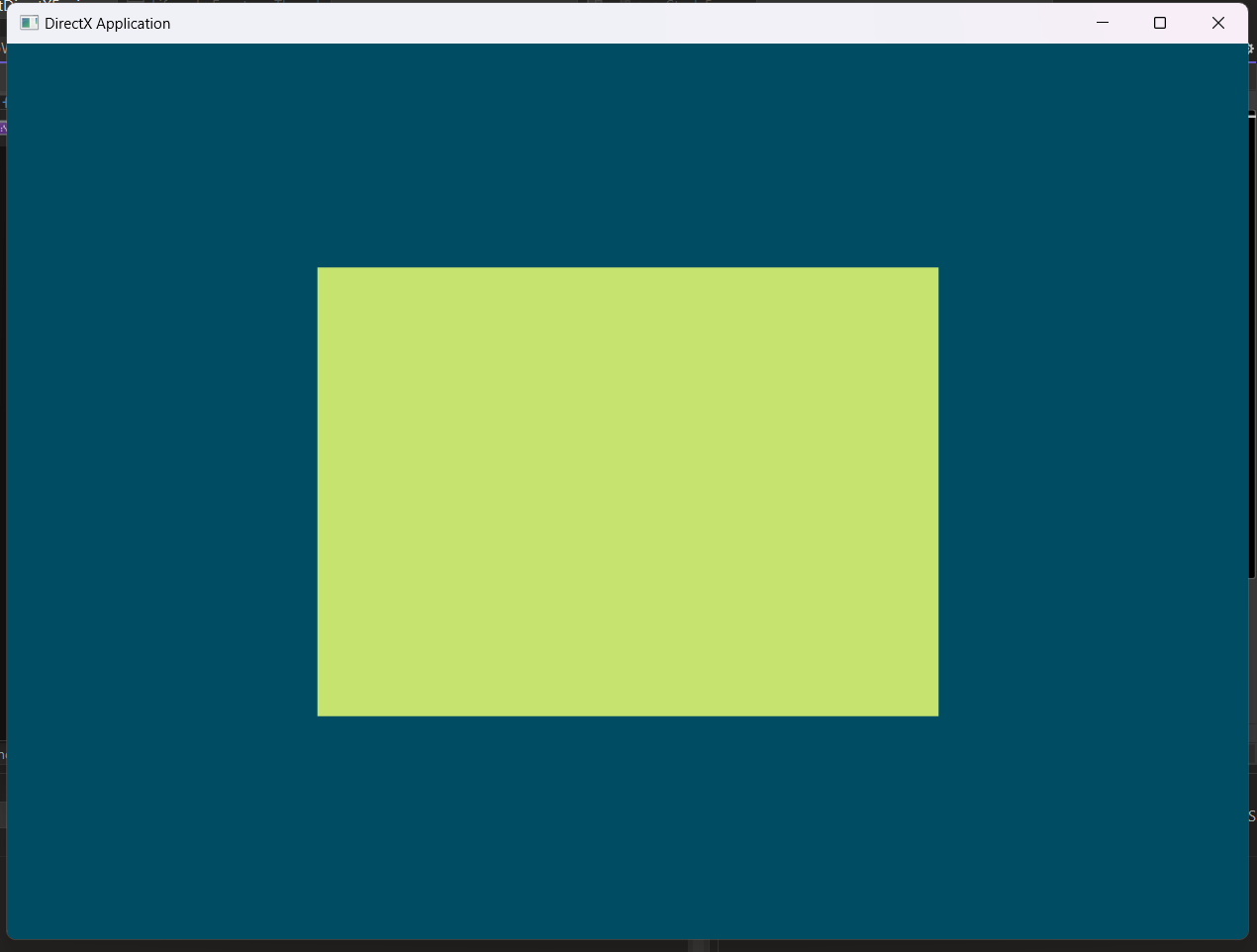


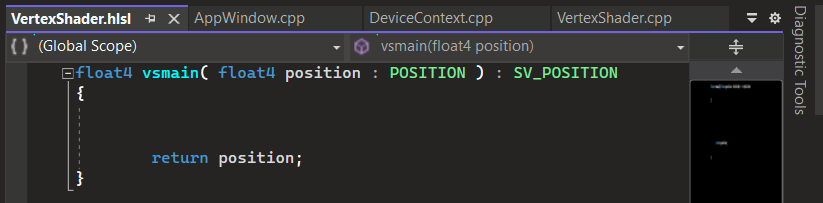
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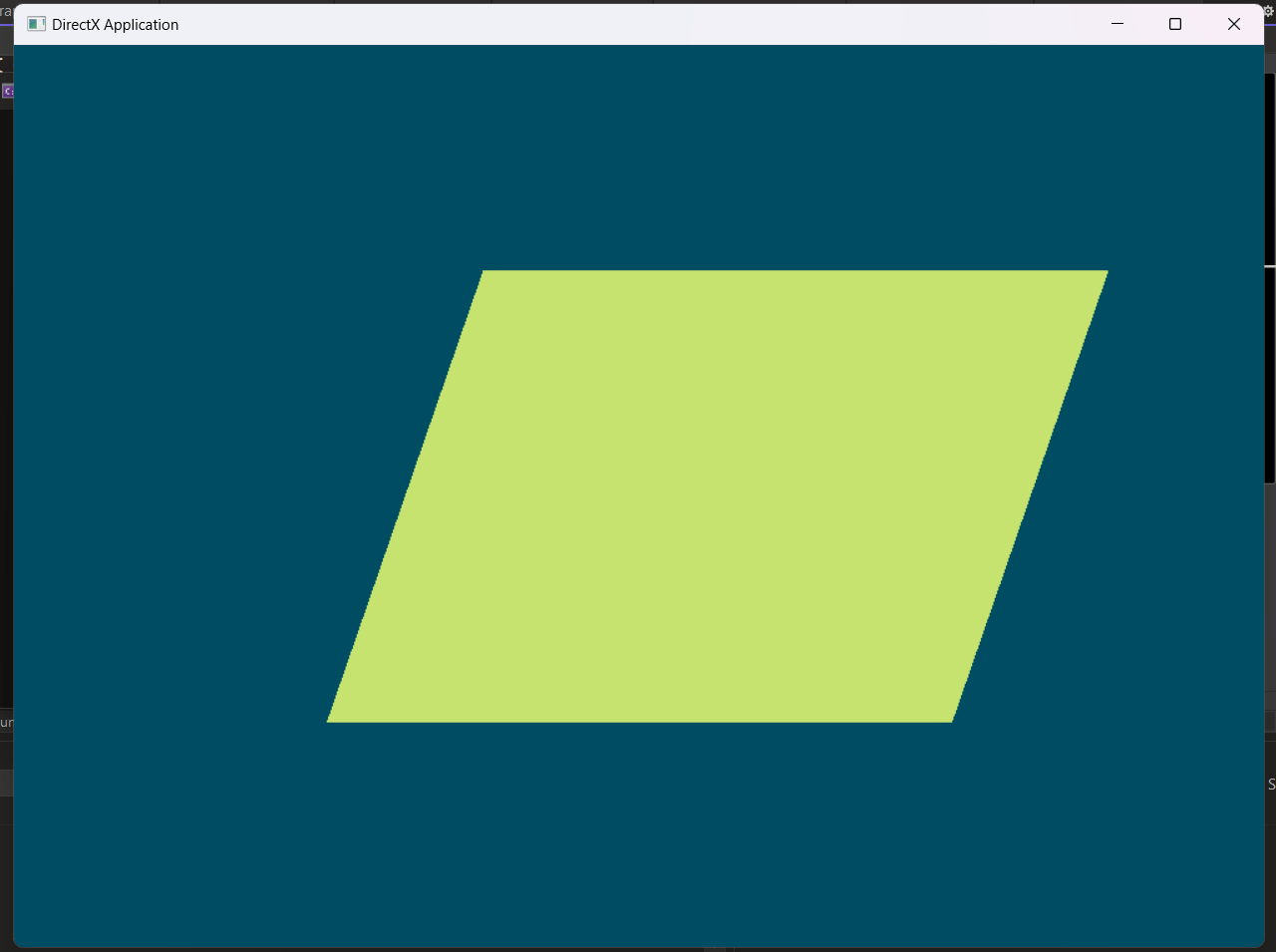


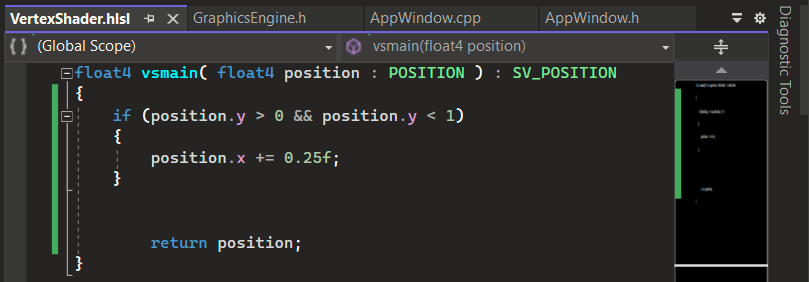
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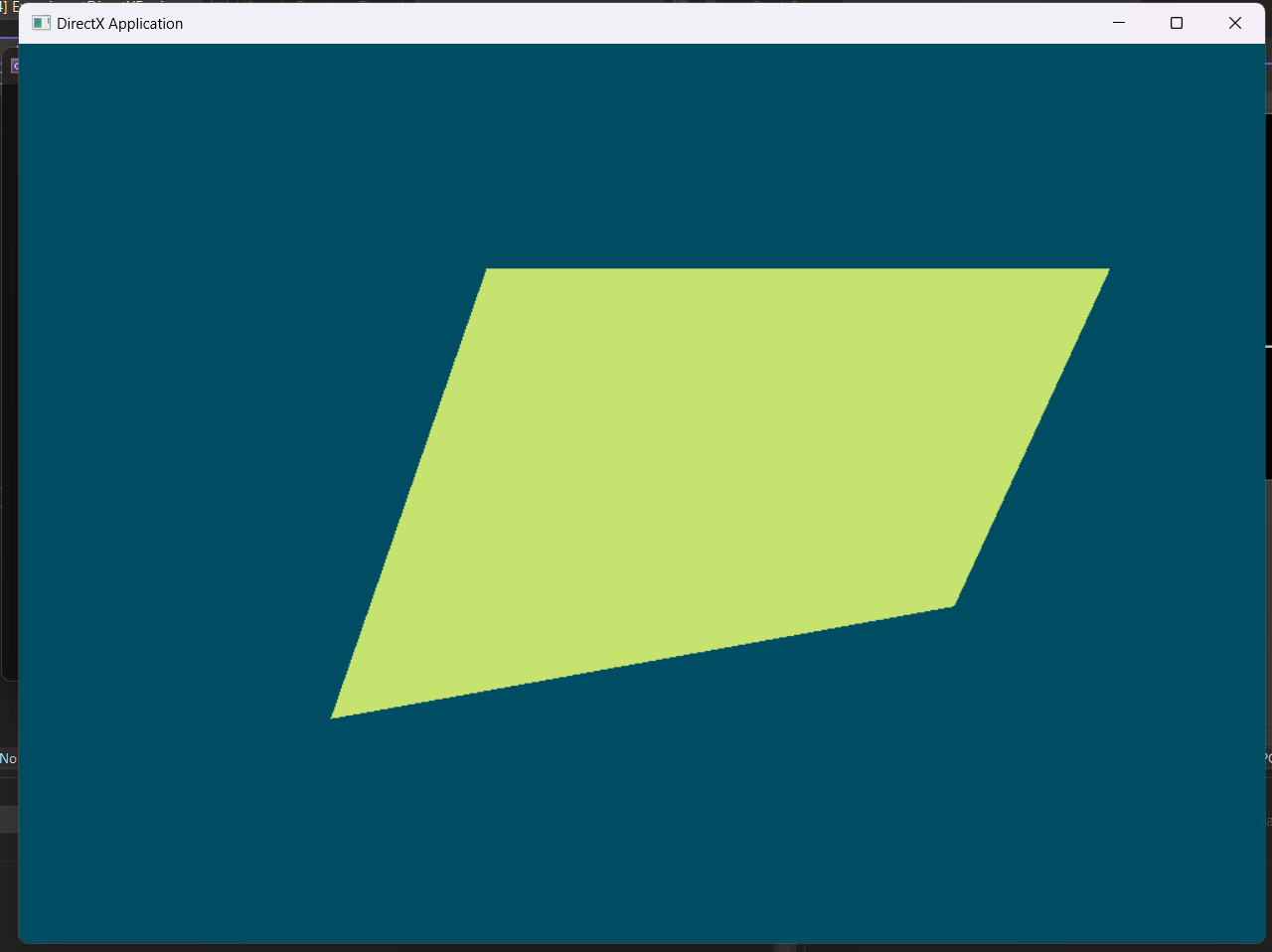


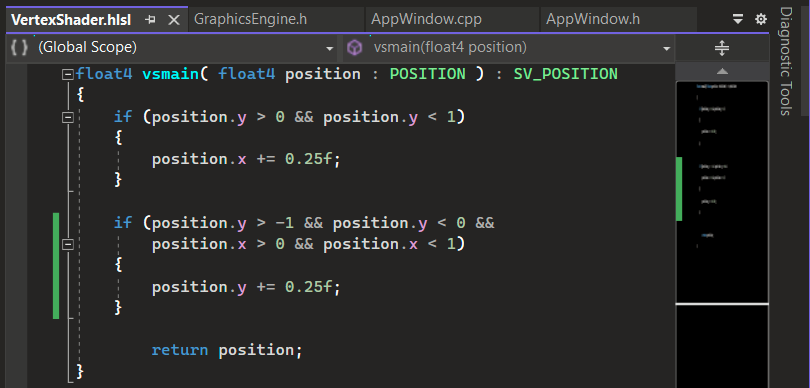
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34)





35)

