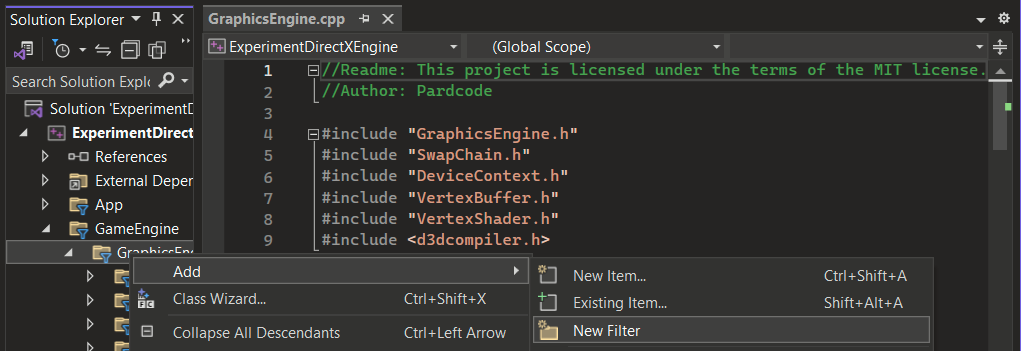
Readme: This project is licensed under the terms of the MIT license.

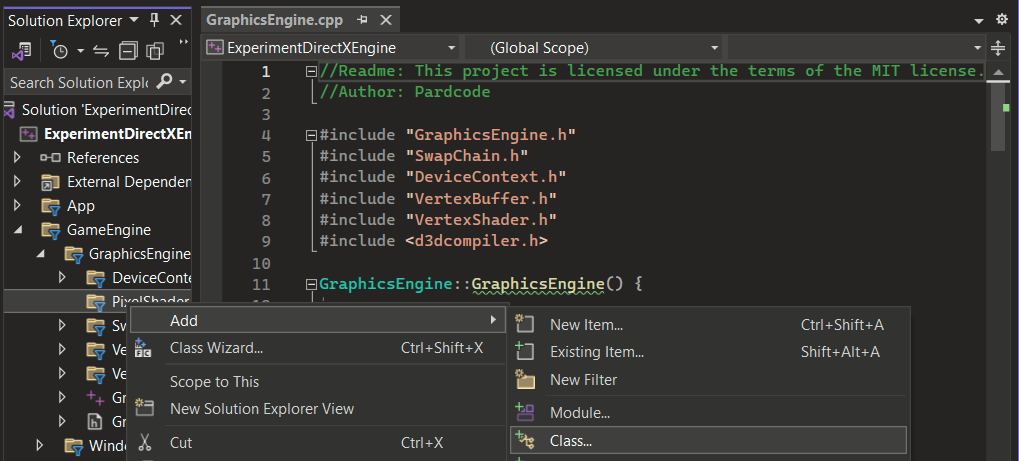
Video: [C++ 3D Game Tutorial 8: Creating 3D Engine - Pixel Shader](https://www.youtube.com/watch?v=Ozy0nhcbMks&list=PLv8DnRaQOs5-ST_VDqgbbMRtzMtpK36Hy&index=8)

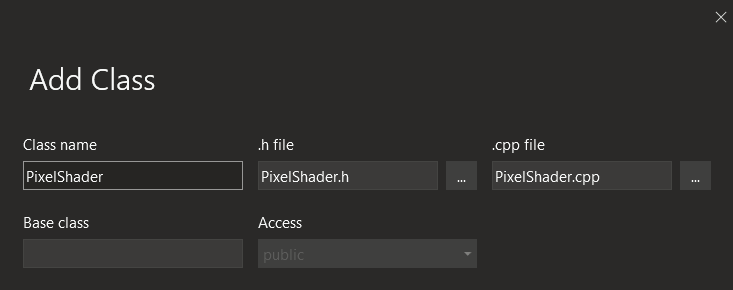
Author: Pardcode

**8. Creating the PixelShader**

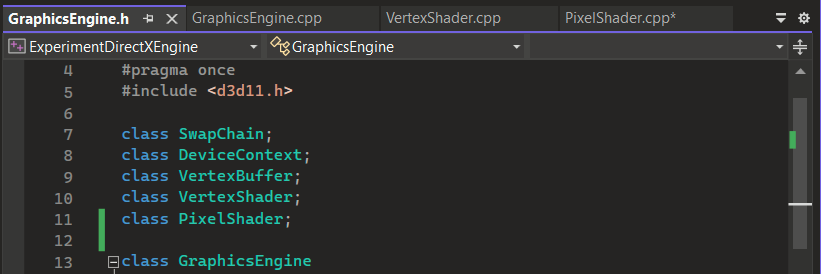
1)

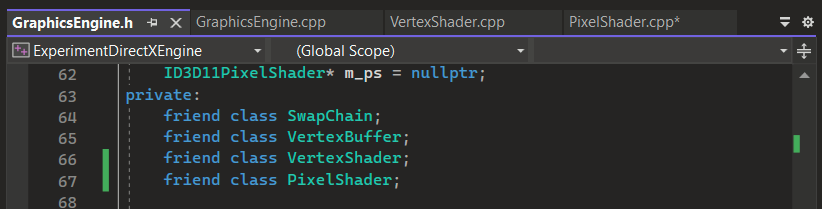


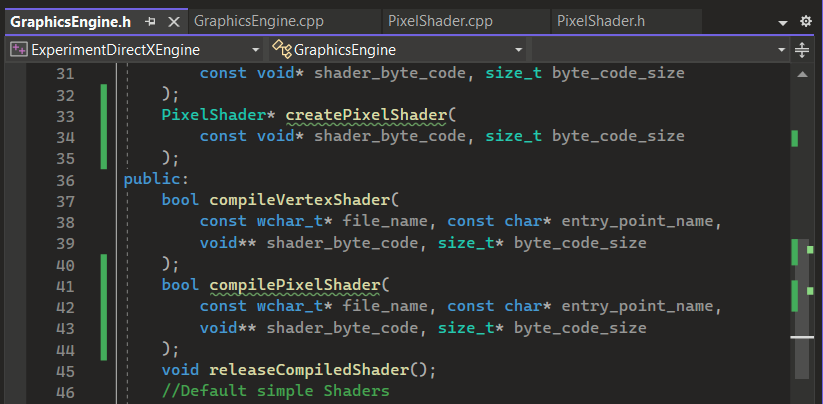




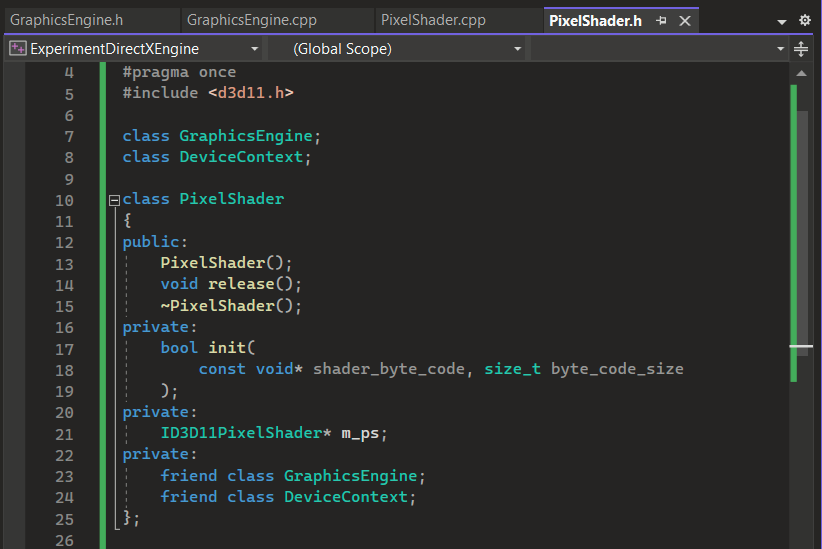
2)



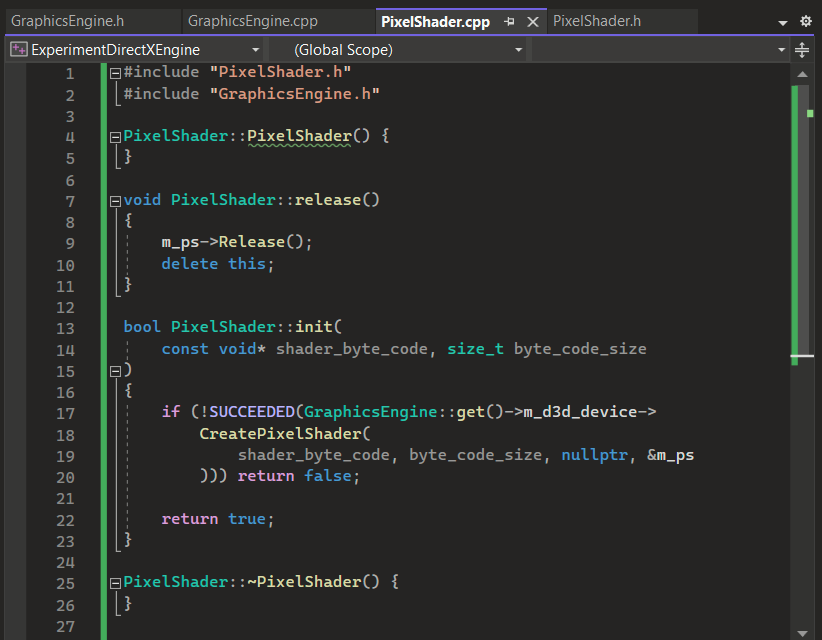




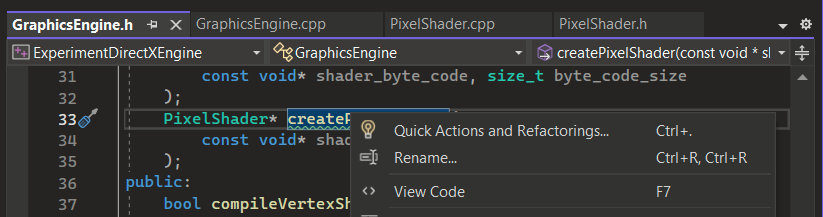
3)

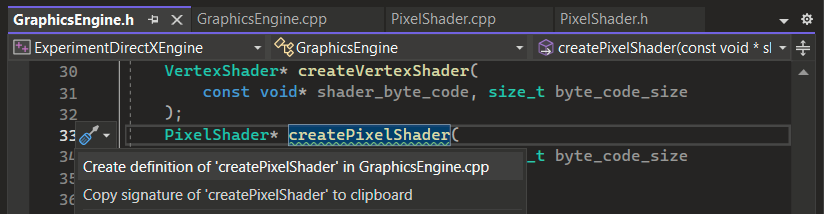


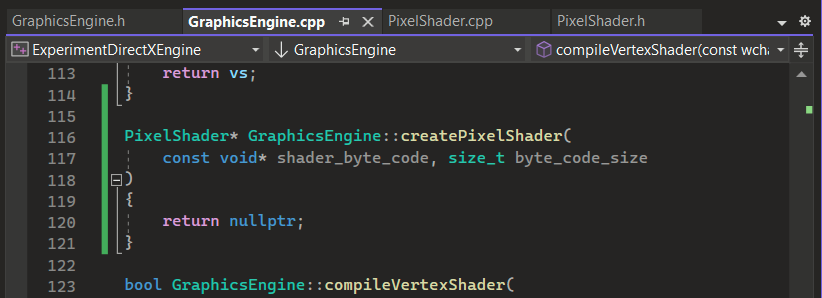
4)



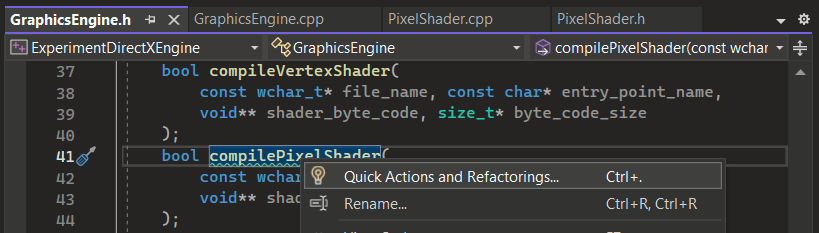
5)

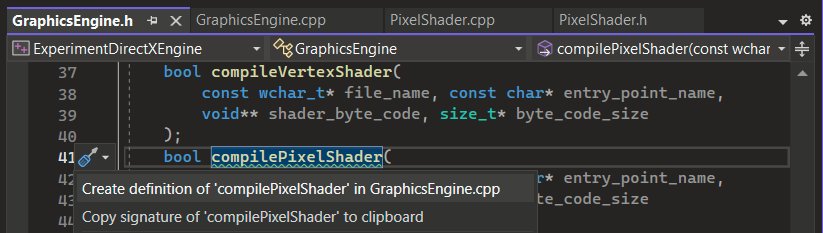


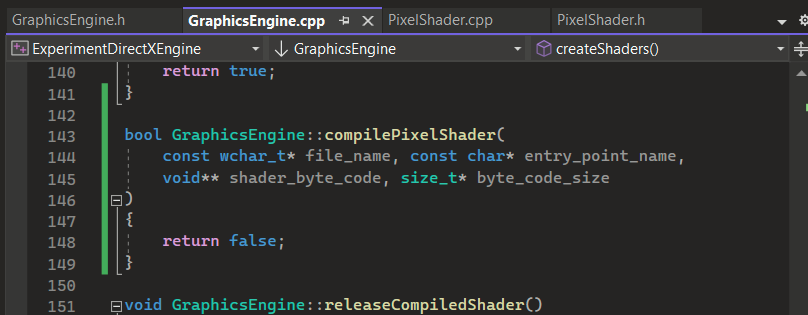




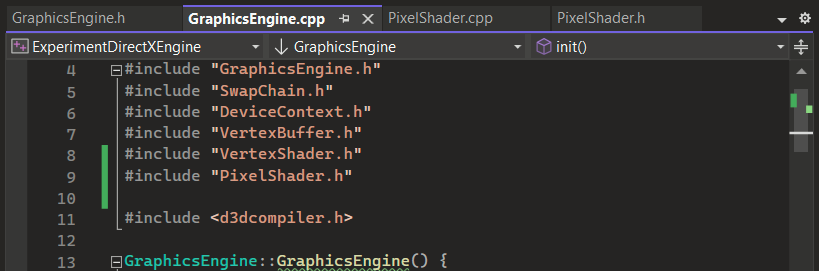
6)



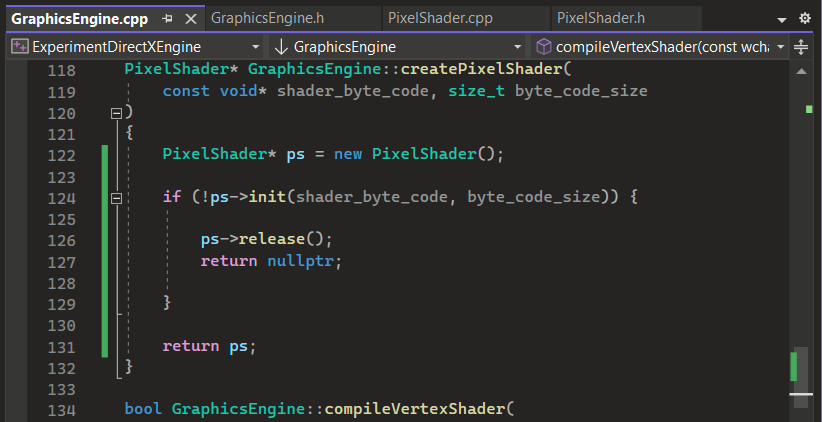




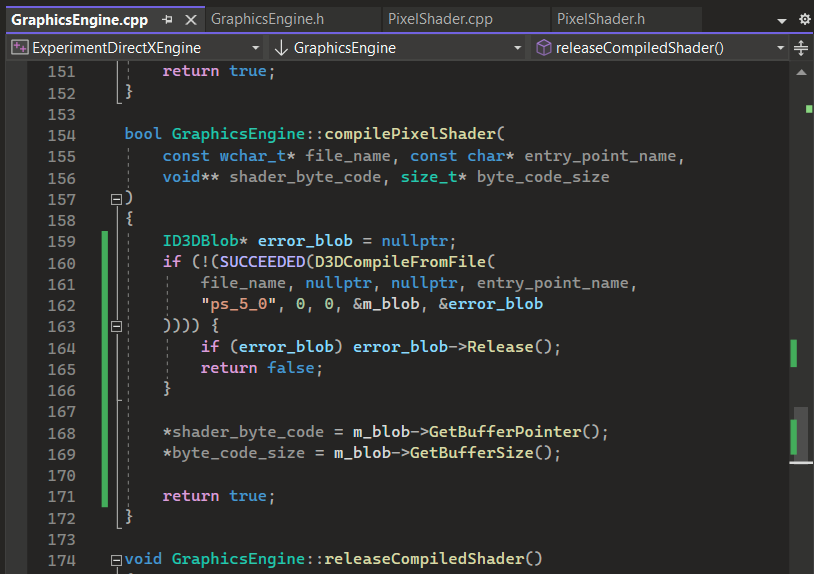
7)



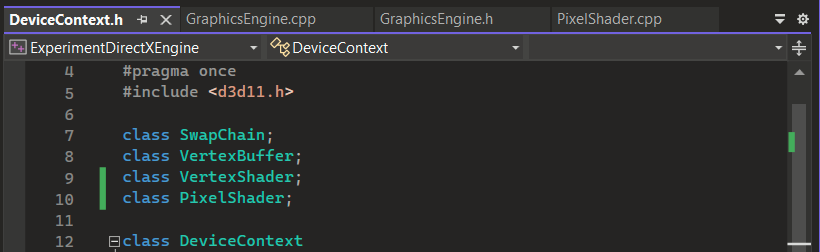
8)



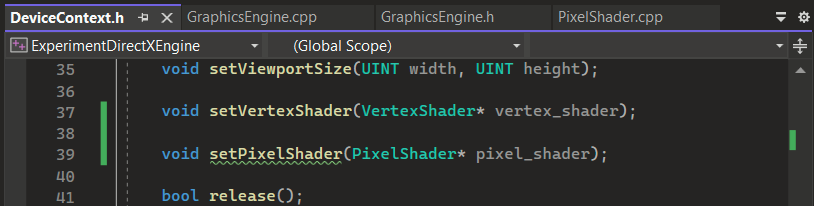
9)

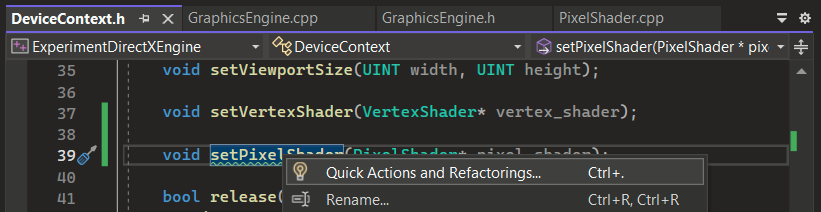


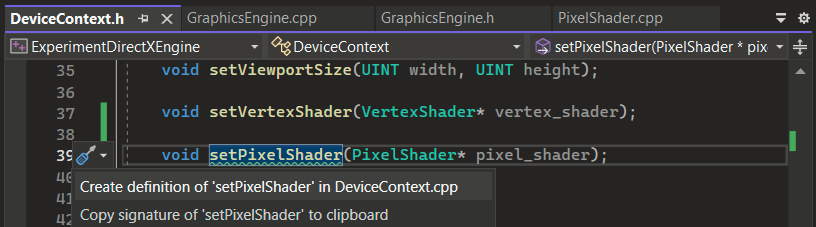
10)

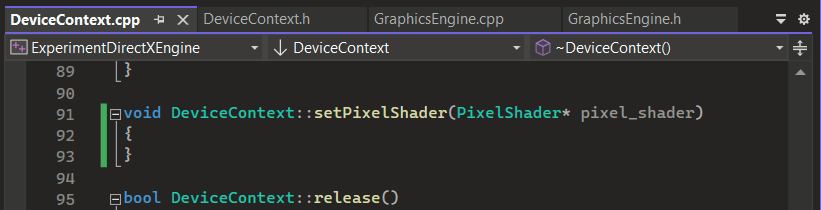


11)

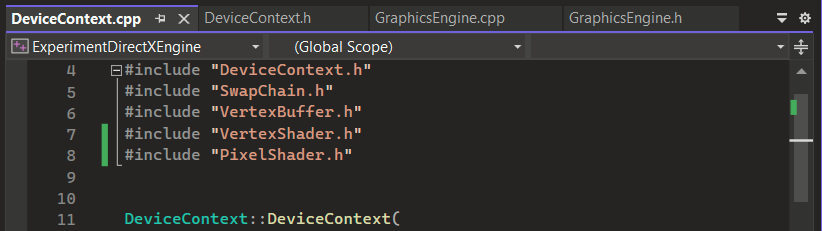


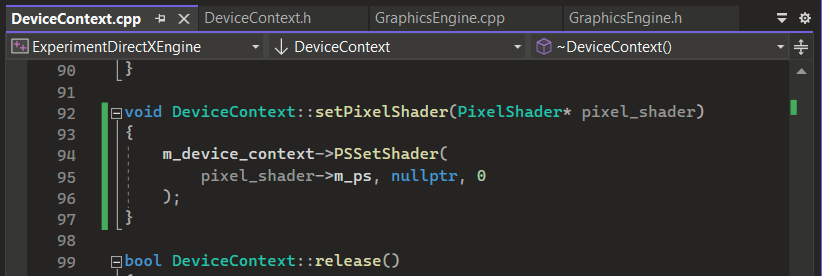




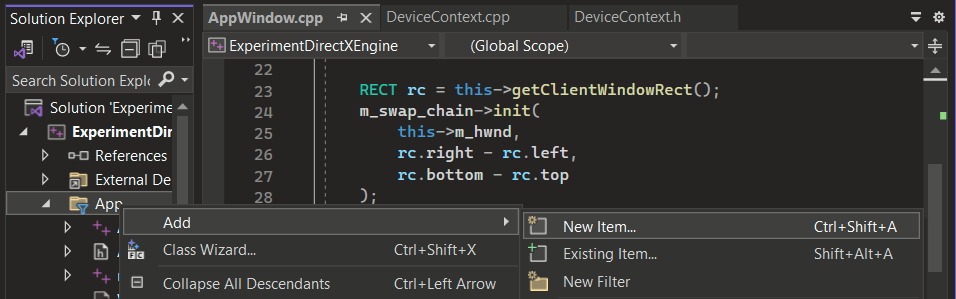


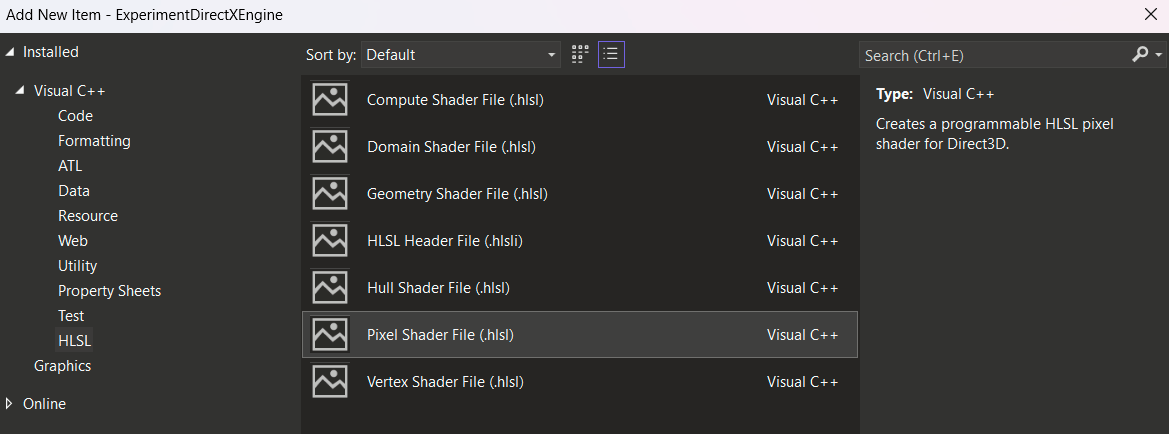
12)

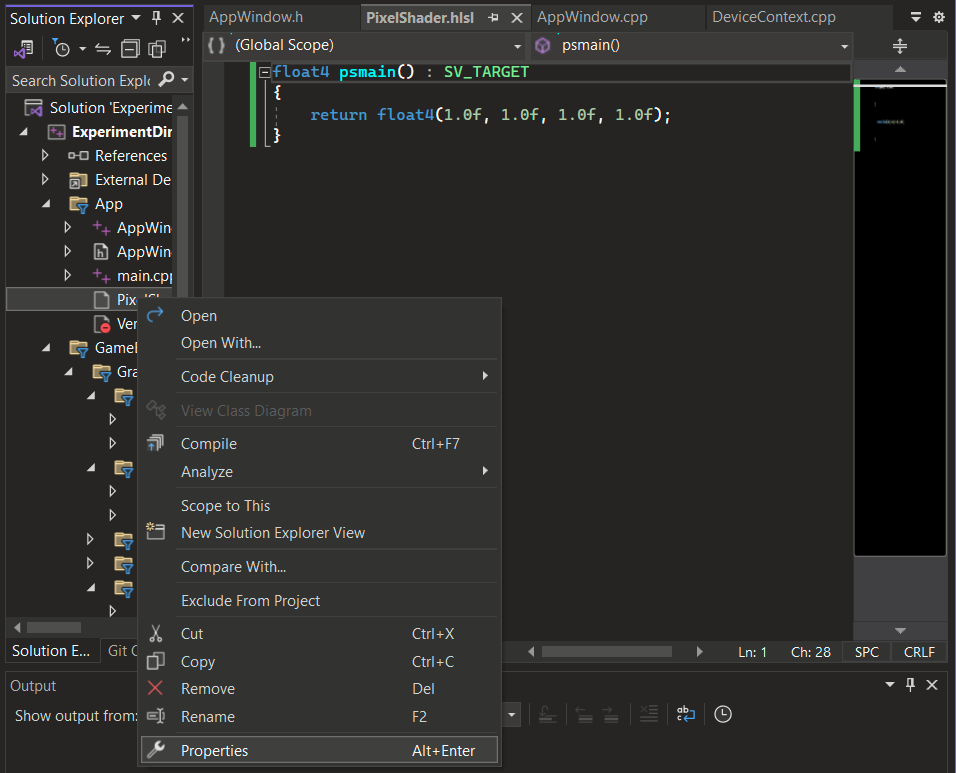


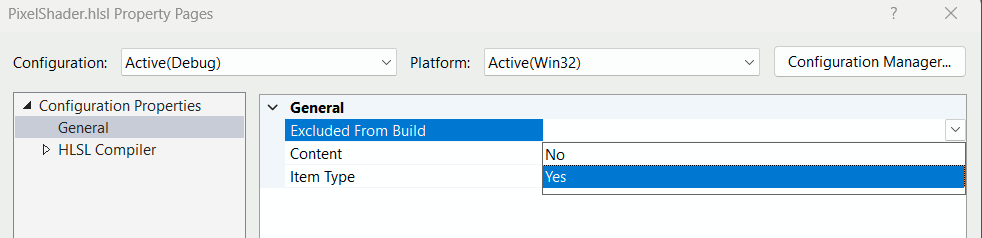


13)

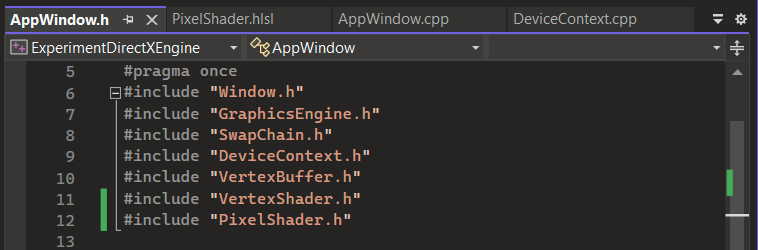


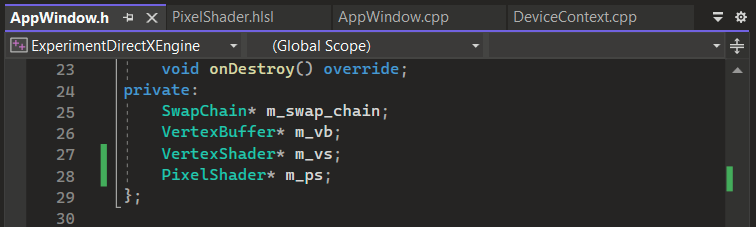




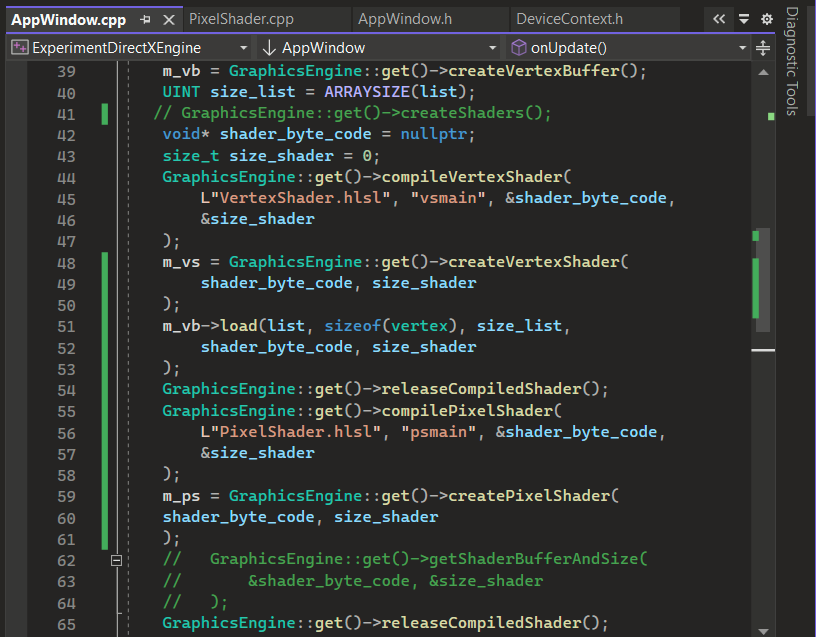


14)

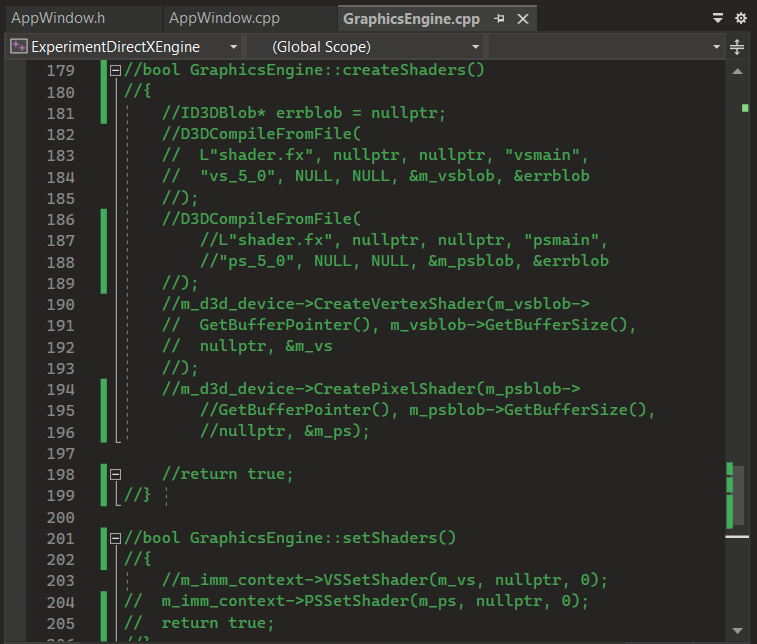




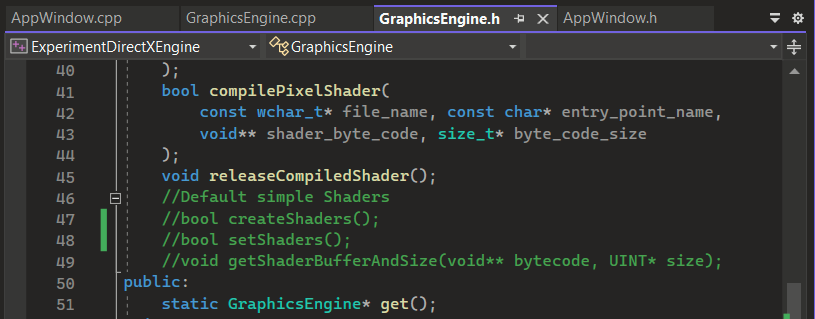
15)



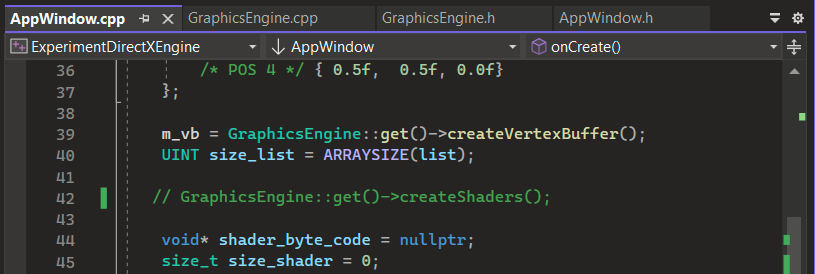
16)



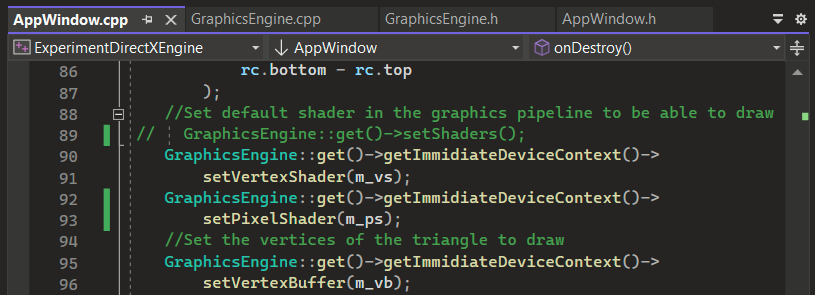
17)



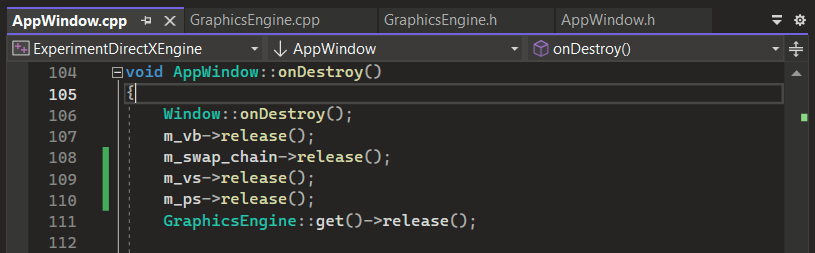
18)



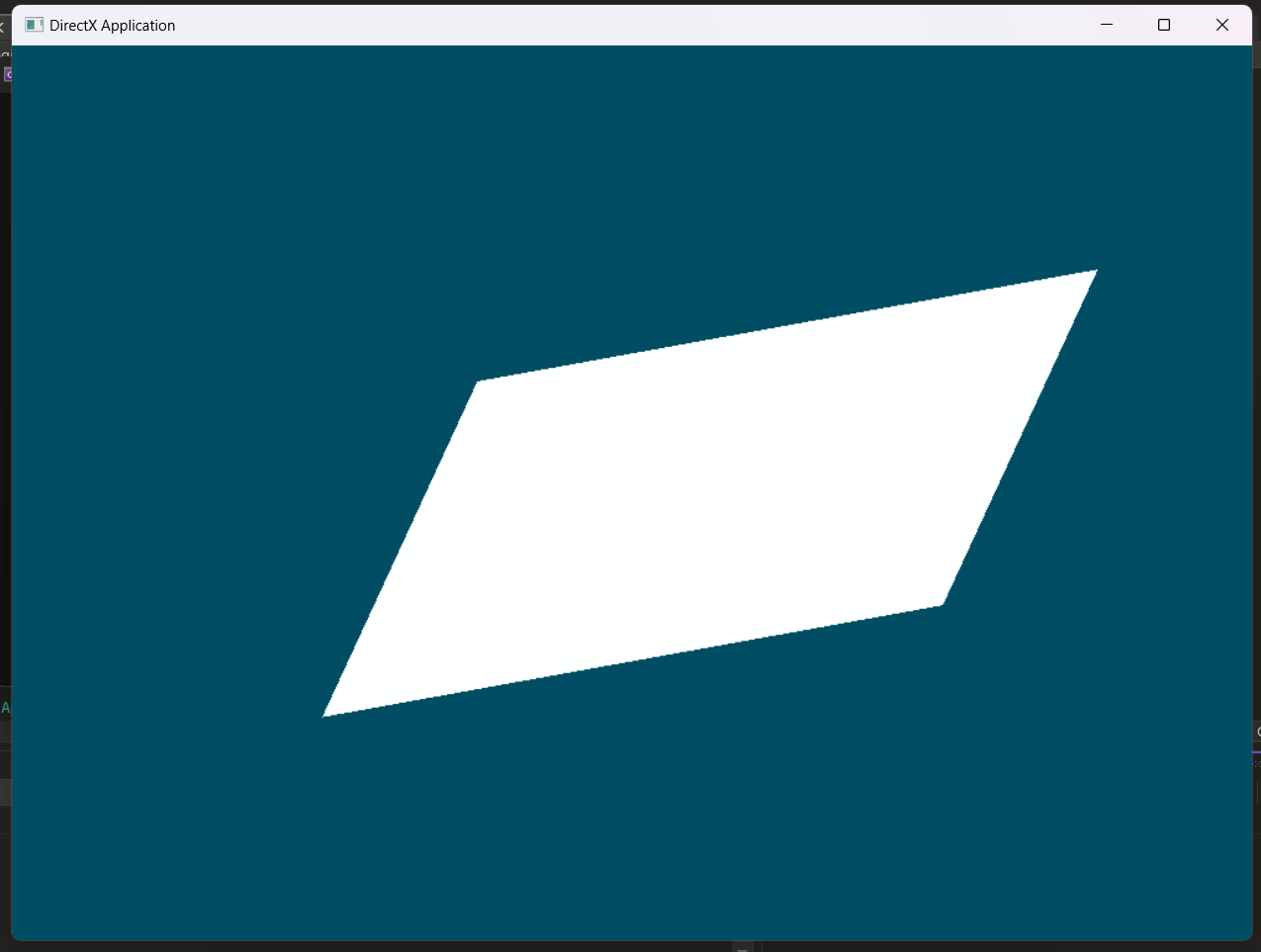
19)

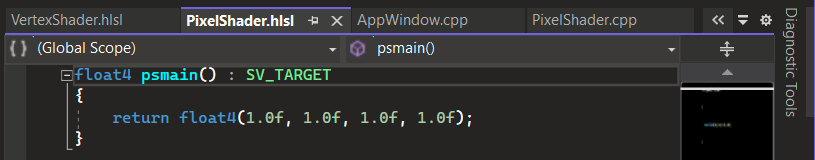


20)

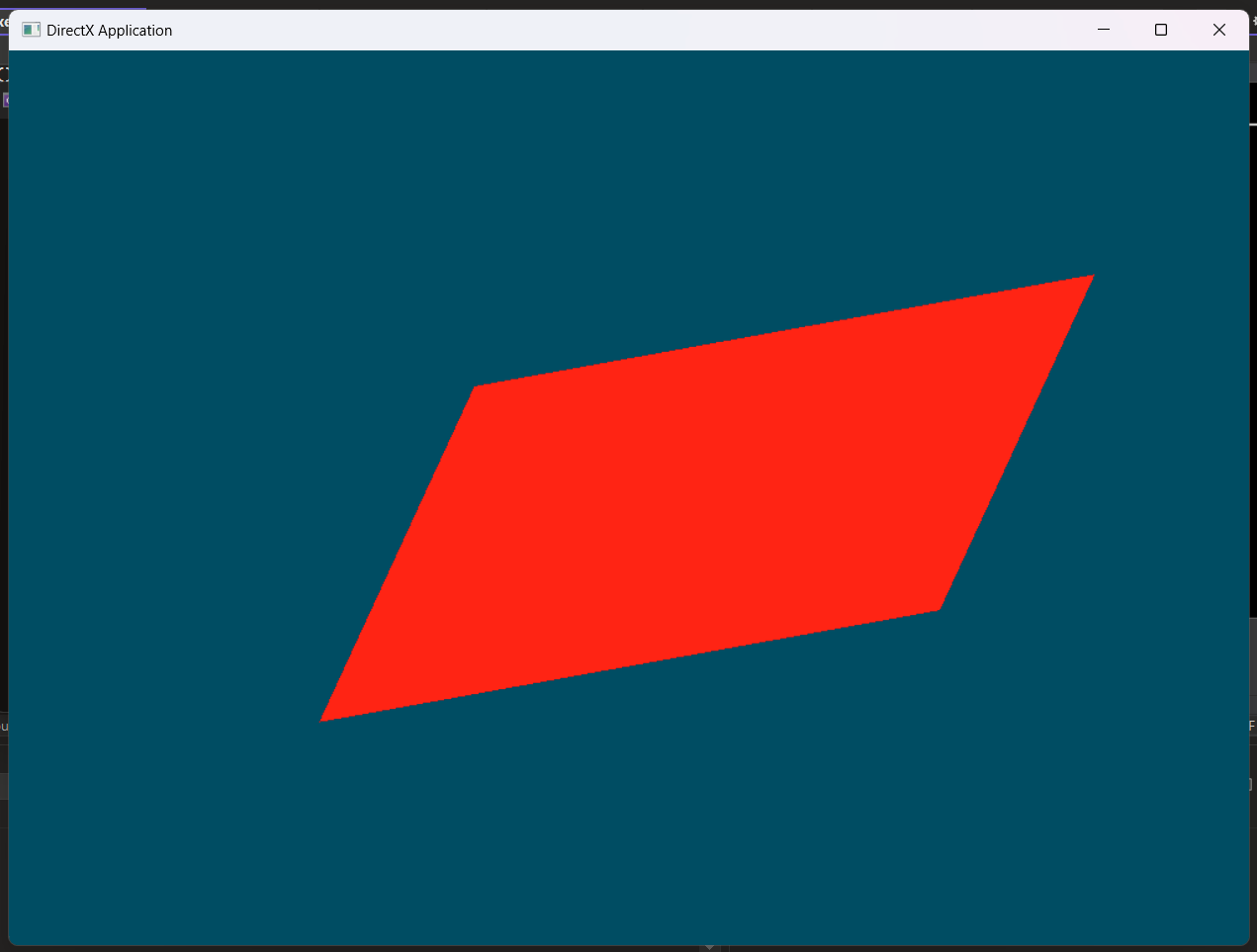


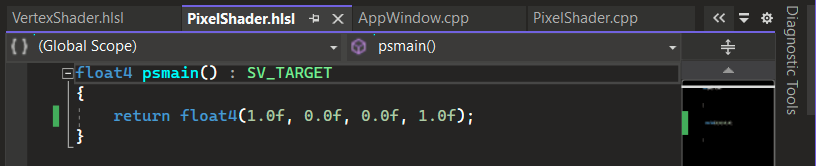
21)



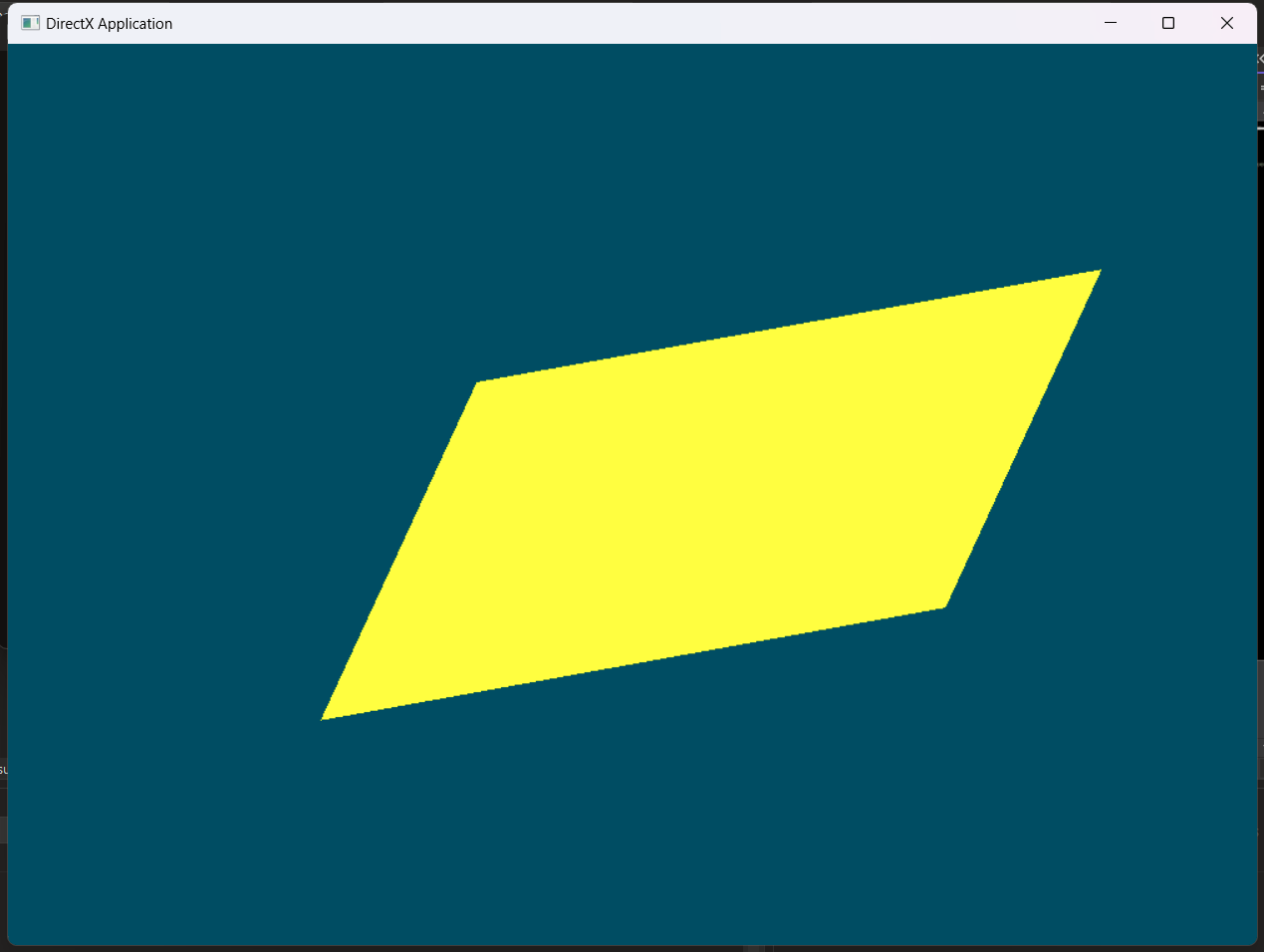


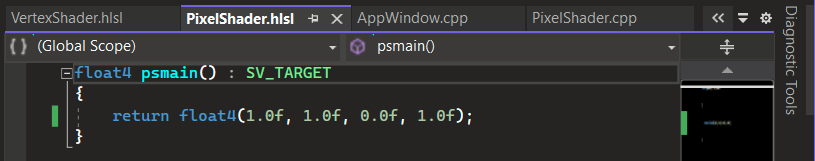
22)



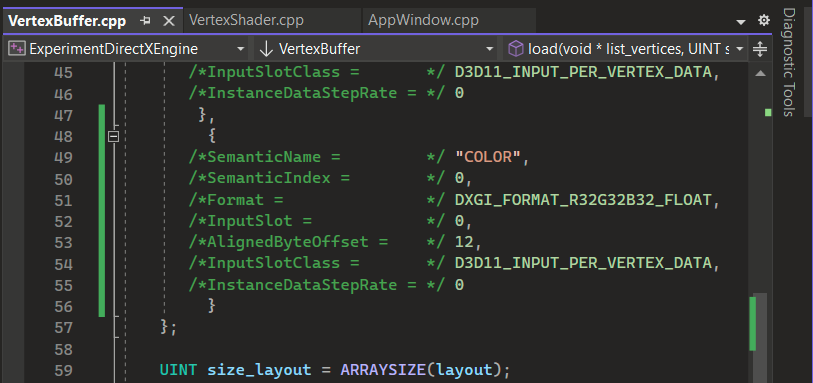


23)

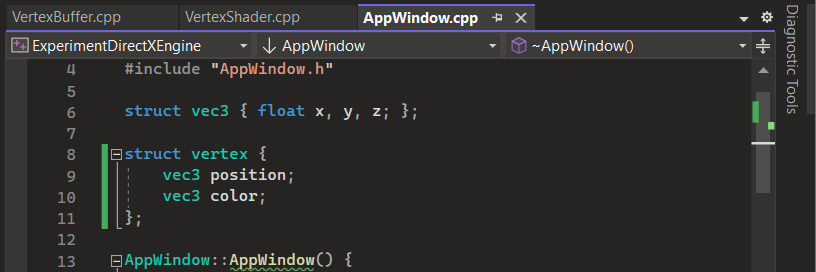




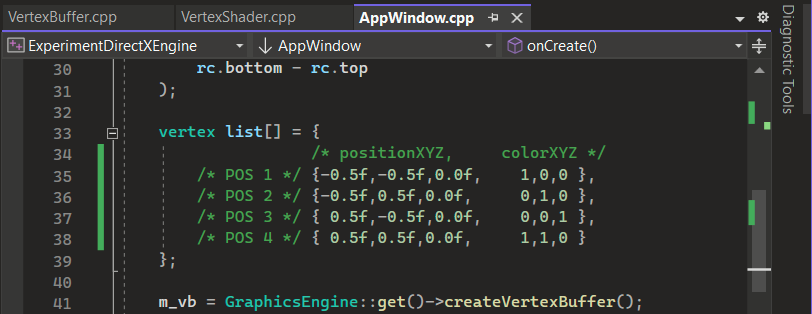
24)



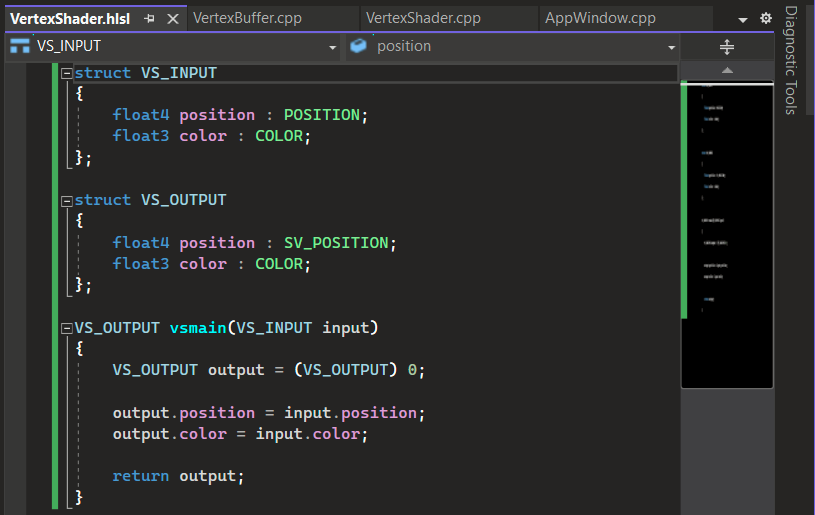
25)



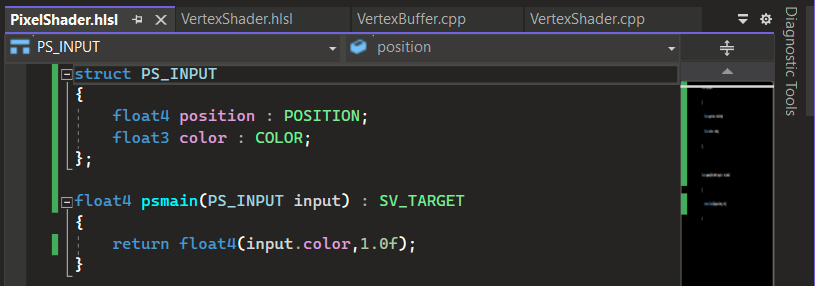
26)



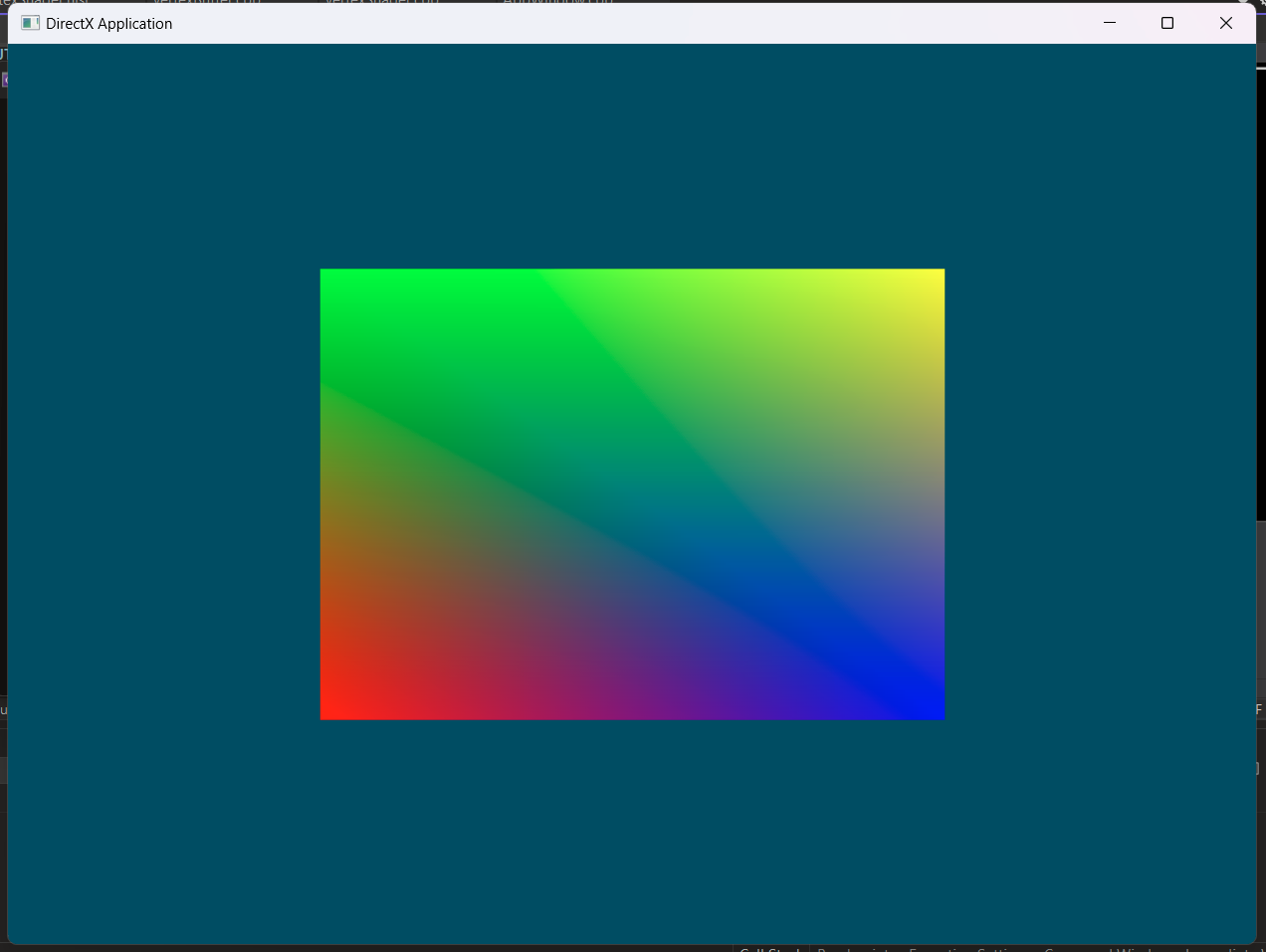
27)

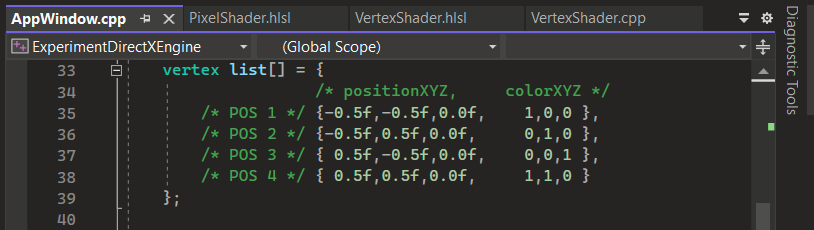


28)



29)





30)

