

# 3d-game-shaders-for-beginners

1)- "How to configure builds for Windows users"

"<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>"

3)- "Windows10 - Run Demo with 100% GPU

usage?"

"<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>"

5)- "Demo crash on M1 macbook"

"<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>"

7)- "Windowsÿ can't load shadersÿ "

"<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>"

9)- "sRGB Formula incorrect"

"<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>"

11)- "Using it in Three.js"

"<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>"

13)- "Be more beginners friendly !"

"<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>"