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GLSL 2D and 3D cellular noise  
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## **A GPU implementation of the Marching Cubes algorithm for extracting surfaces from volumes using OpenCL/GL (BSD-2-Clause license)**

GPU implementation of the Marching Cubes algorithm for extracting surfaces from volumes using OpenCL/GL  
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**SmithNormalForm by F. Fontein.**

Aspects of computer algebra. Universitat Zurich, Spring Semester 2013

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