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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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