Shaders Resources Wrapper – SRW

Current features

* 3D Camera First Person
* Object loader (array mode)
* Ilumination baseds at Blin-Phong algorithm
* Shadow Maps
  + - Update: CSM
  + Directional Light
  + Point Light
* Texture Maps
  + Diffuse
  + Specular
  + Normal
* Terrain with texture layered
* UI
  + Button
  + Panel
  + Scroll Panel
* Text
* Render Quad
* SpriteSheet