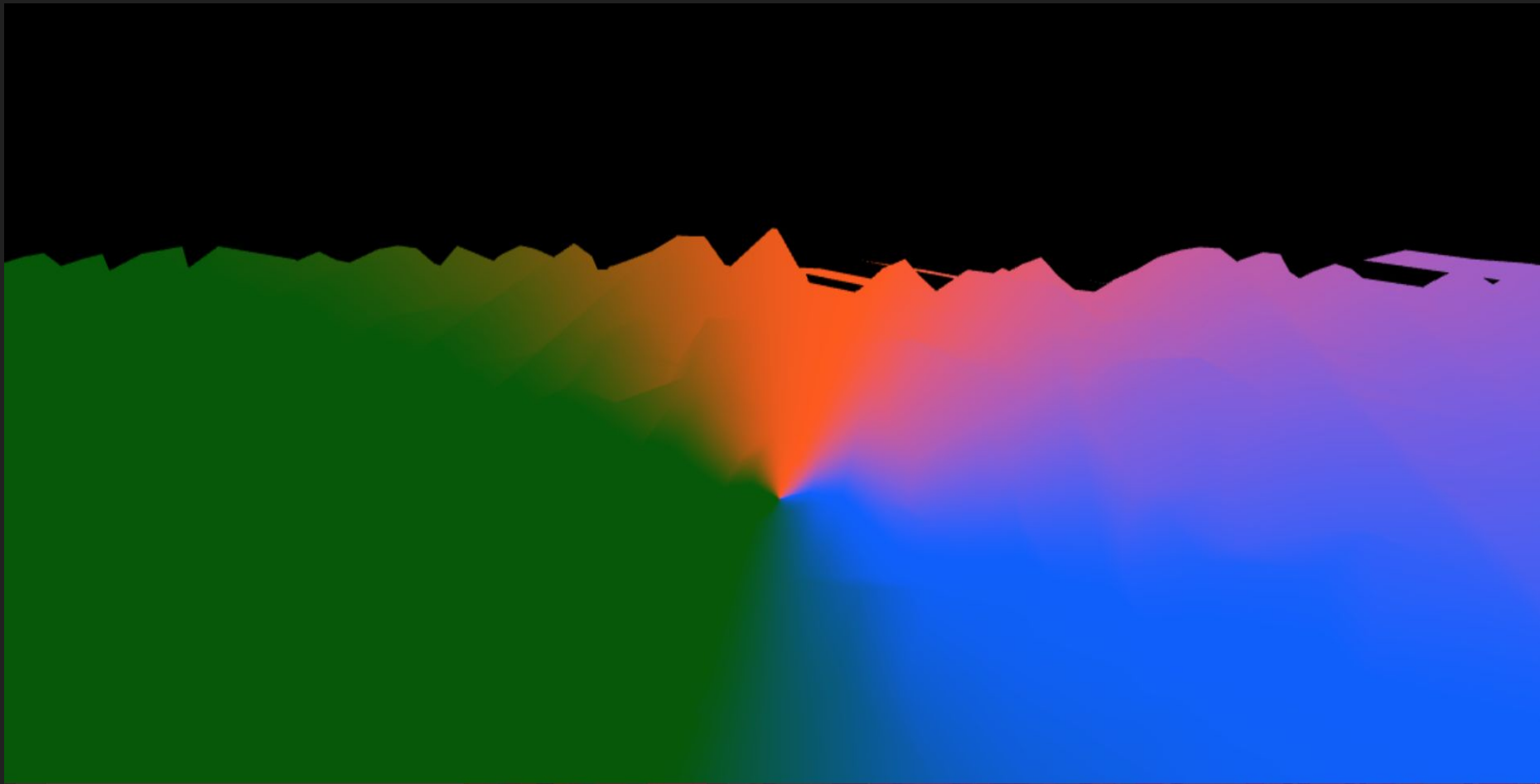
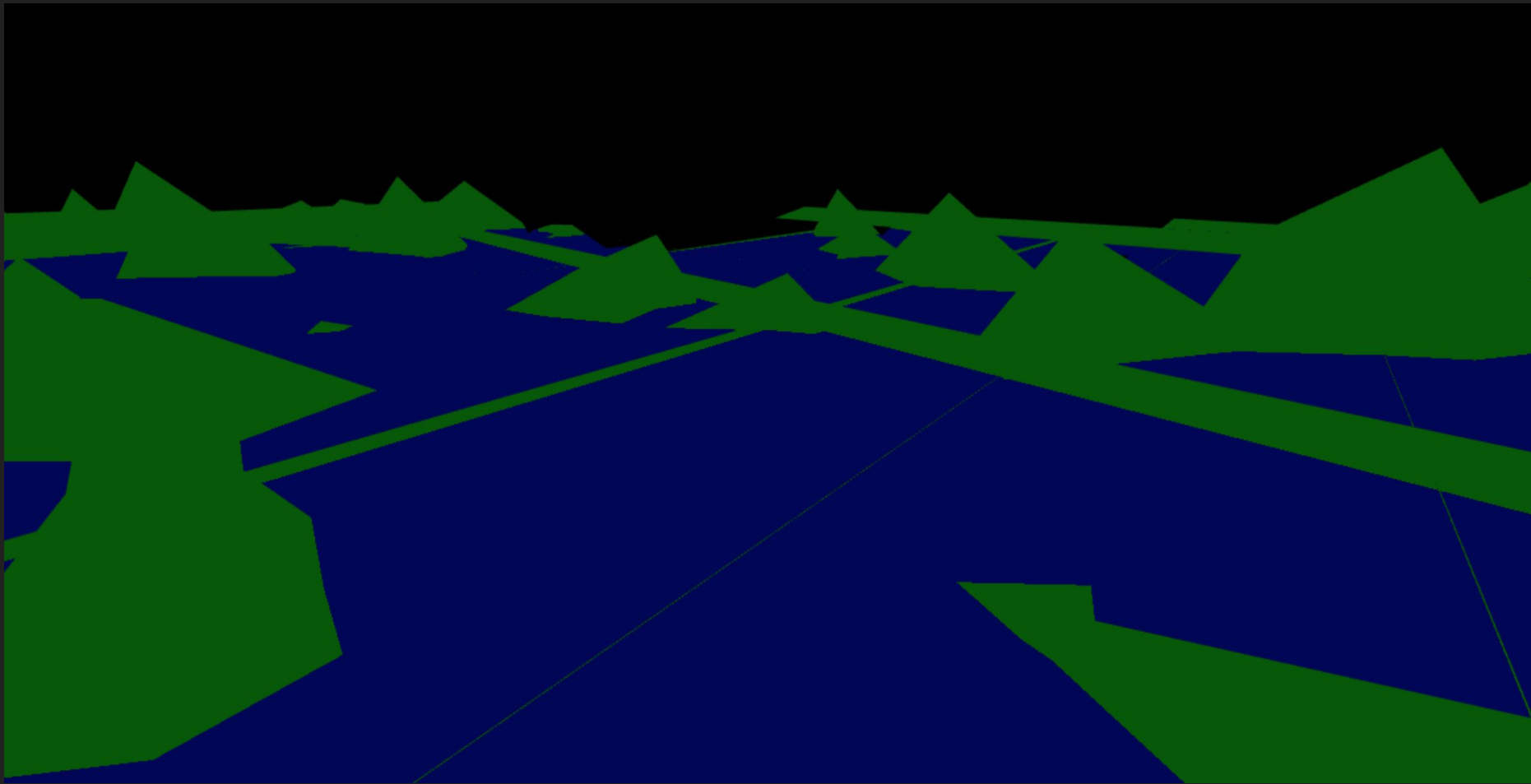
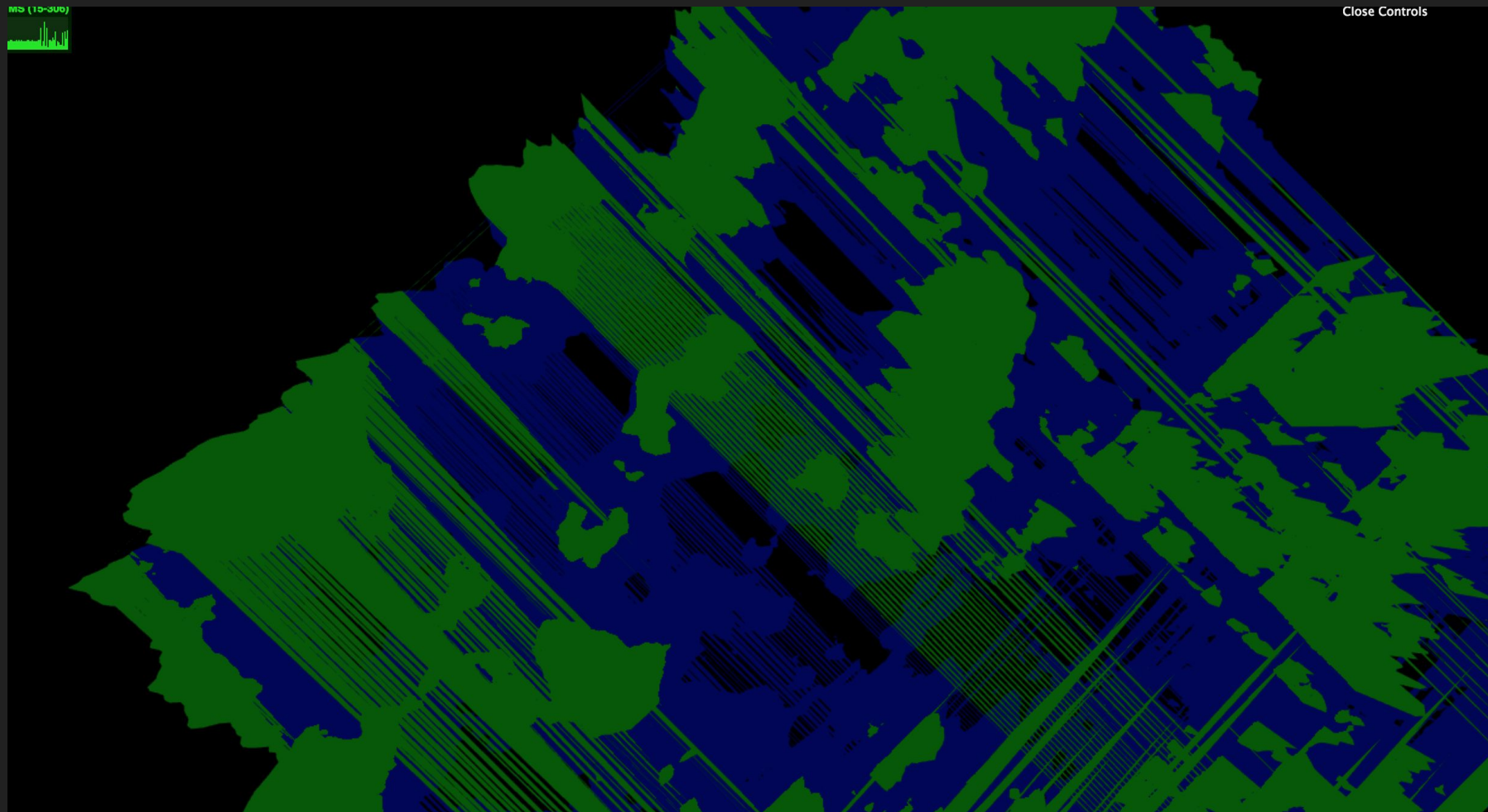


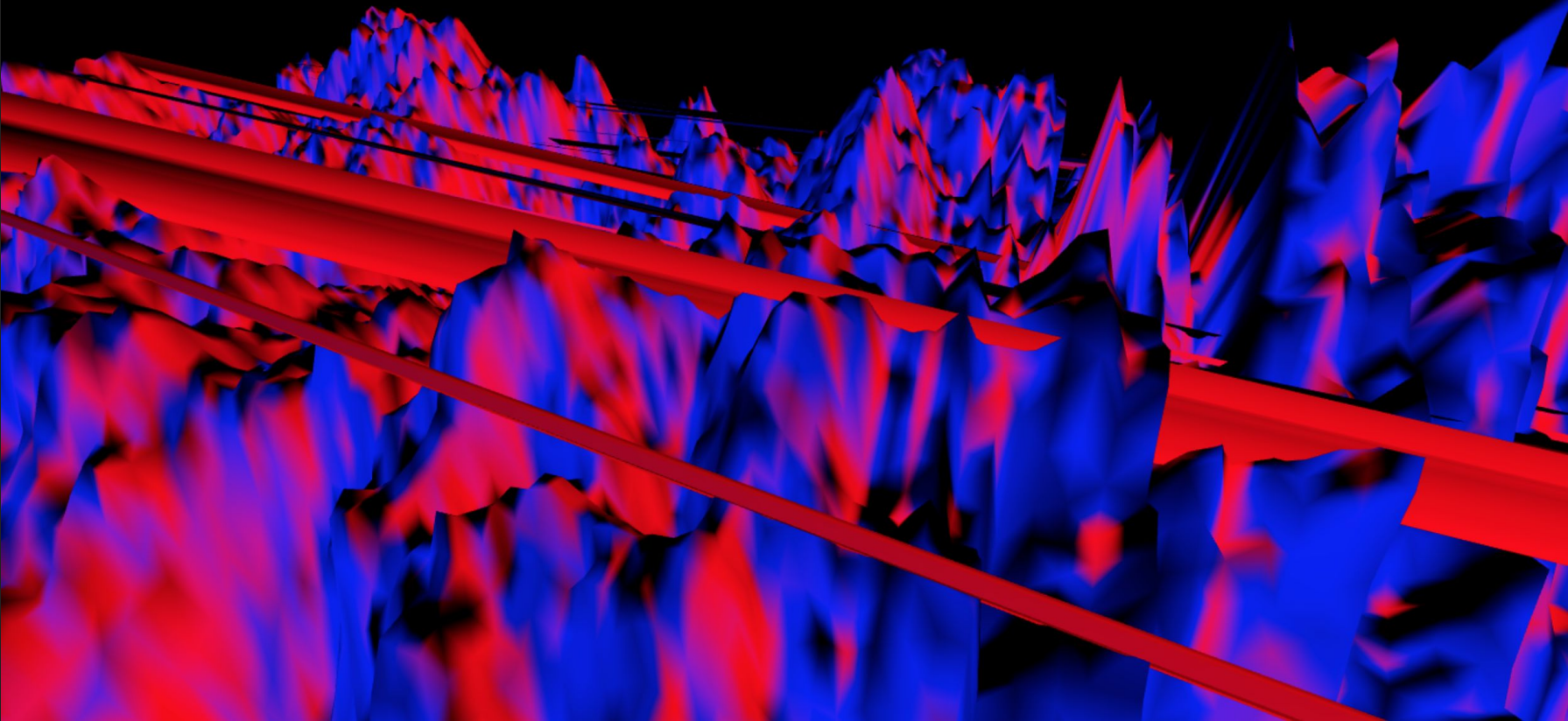
Realistic, Real-time Ocean Rendering in WebGL 2.0

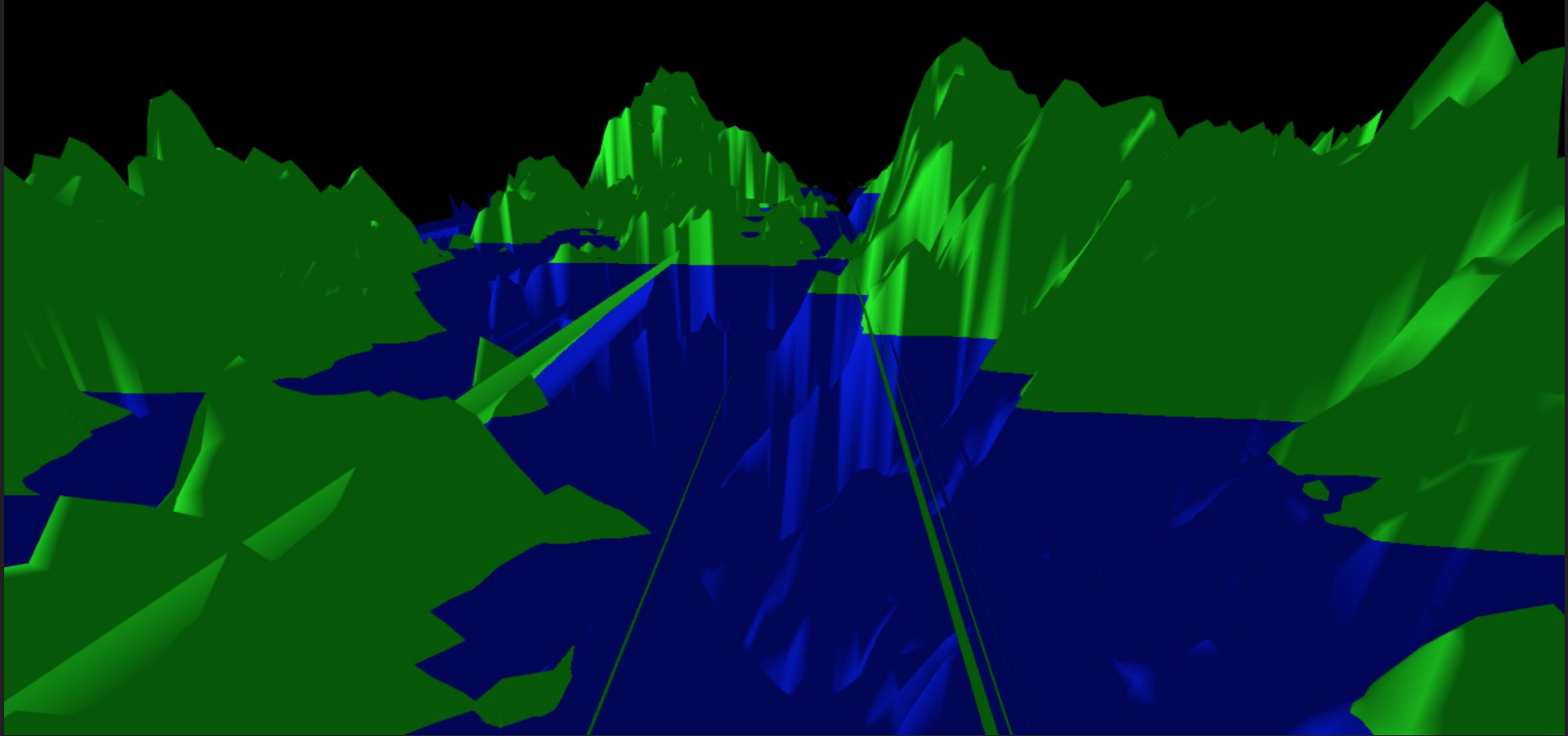
Ricky Rajani, Wenli Zhao











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