

# GLSL Programming/Torque 3D

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Torque 3D (<http://www.garagegames.com/products/torque-3d>) supports GLSL shaders via its [ShaderData](http://docs.garagegames.com/torque-3d/reference/classShaderData.html#_details) class ([http://docs.garagegames.com/torque-3d/reference/classShaderData.html#\\_details](http://docs.garagegames.com/torque-3d/reference/classShaderData.html#_details)).

< [GLSL Programming](#)

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