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The example code from the OpenGL 4 Shading Language Cookbook, 3rd Edition, by David Wolff and published by Packt Publishing. The example code builds with CMake. Note that the examples for Chapter 10 will not function on MacOS due to lack of support for compute shaders on that platform. It can be ...

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Example code from the OpenGL Shading Language Cookbook, 2nd Edition. The example code from the OpenGL Shading Language Cookbook, 2nd Edition, by David Wolff and published by Packt Publishing, 2013 (ISBN: 9781782167020). Recent changes: Most examples now run on MacOS! CMake build now uses package config files when finding GLM and GLFW.

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The OpenGL Shading Language 4.0 Cookbook is a practical guide that takes you from the basics of programming with GLSL 4.0 and OpenGL 4.0, through basic lighting and shading techniques, to more advanced techniques and effects.

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Aut OpenGL shading language is the first (& only) cross platform open standard designed language and is the industry standard. With OpenGL and GLSL, applications perform better, achieving stunning graphics effects by using the capabilities of both the visual processing unit and the central processing unit.

OpenGL 4.0 Shading Language Cookbook by David Wolff

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OpenGL 4 Shading Language Cookbook, Third Edition provides easy-to-follow recipes that first walk you through the theory and background behind each technique, and then proceed to showcase and explain the GLSL and OpenGL code needed to implement them.

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