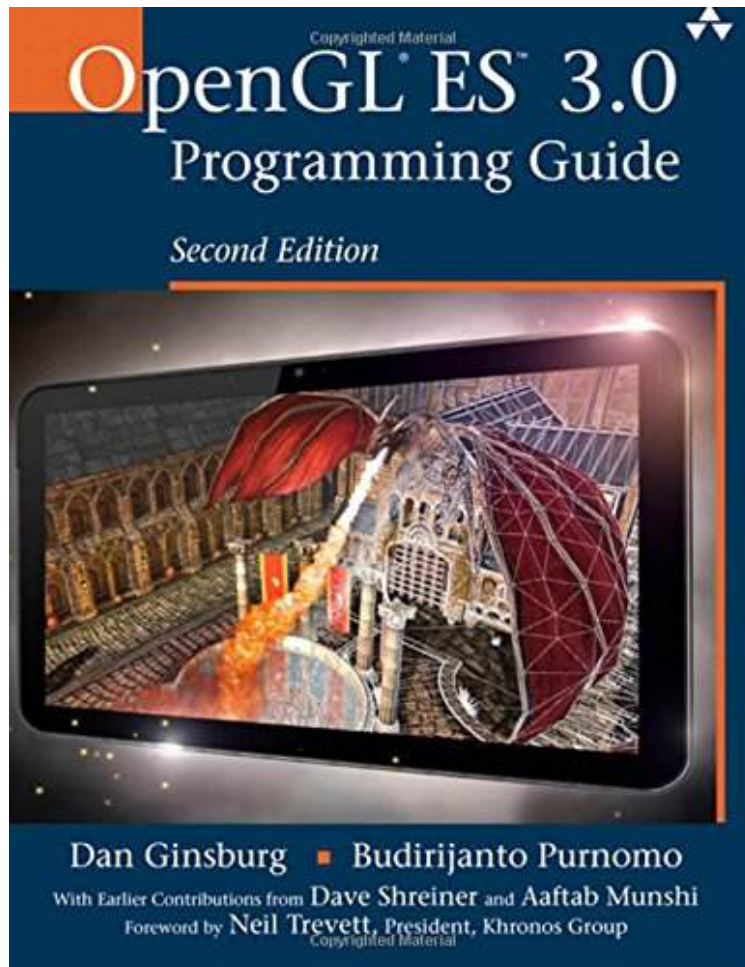


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## OpenGL ES 3.0 Programming Guide (2nd Edition)

*By Dan Ginsburg, Budirijanto Purnomo, Dave Shreiner, Aaftab Munshi*



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