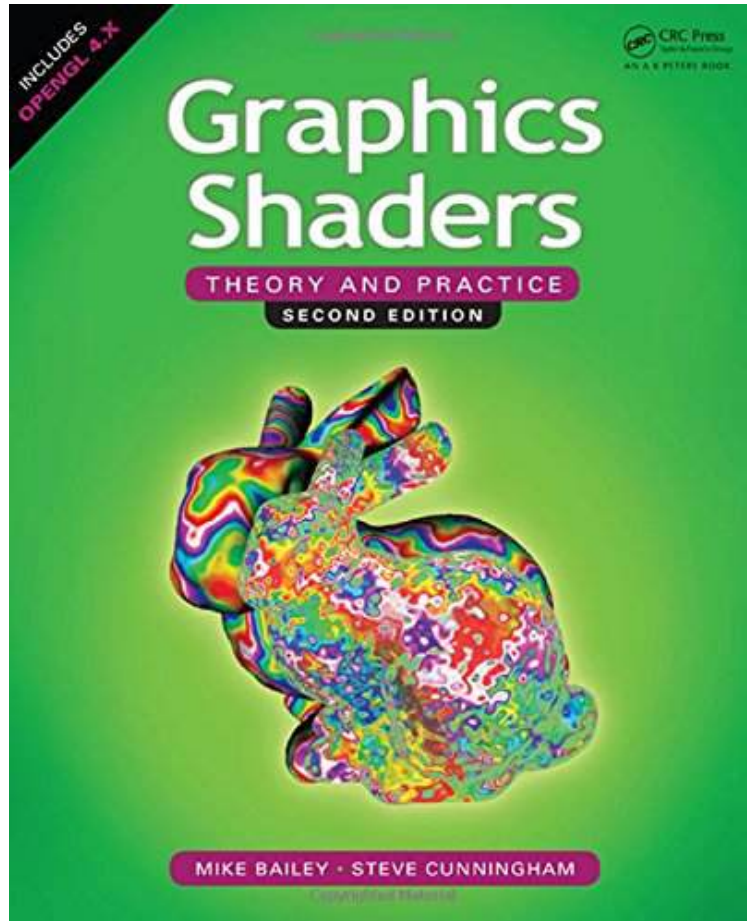


Graphics Shaders: Theory and Practice, Second Edition

By Mike Bailey, Steve Cunningham



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