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computers. Usually, the term refers to

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help of specialized graphical hardware and

software., Mesa, also called Mesa3D and

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(Seventh Edition), by Edward Angel and Dave Shreiner, Addison-Wesley, March 2014 (more information, figures and source code).

This is not a book for learning WebGL or OpenGL., Note that the ShaderX Books page

gives links to various portions of these books that are available online. Excerpts of many other graphics books are also available on Google books.

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