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Pearson Education (US), United States, 2016. Paperback. Book Condition: New. 9th Revised edition. 232 x 178 mm. Language: English . Brand New Book. >OpenGL(R) Programming Guide, Ninth Edition, provides clear explanations of OpenGL functionality and techniques, including processing geometric objects with vertex, tessellation, and geometry shaders using geometric transformations and viewing matrices; working with pixels and texture maps through fragment shaders; and advanced data techniques using framebuffer objects and compute shaders. New OpenGL features covered in this edition include *Best...

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