
Language Development: Vertex, Fragment, Compute Shaders 1

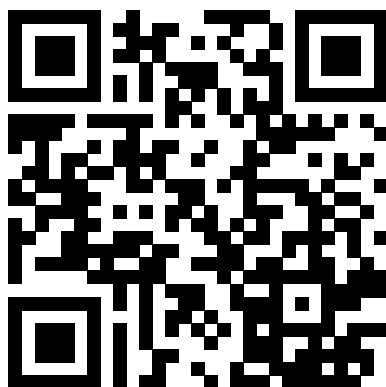


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