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Sommario/riassunto	This book is a practical guide to the OpenGL Shading Language, which contains several real-world examples that will allow you to grasp the core concepts easily and the use of the GLSL for graphics rendering applications.If you want upgrade your skills, or are new to shader programming and want to learn about graphic programming, this book is for you. If you want a clearer idea of shader programming, or simply want to upgrade from fixed pipeline systems to state-of-the-art shader programming and are familiar with any C-based language, then this book will show you what you need to know.