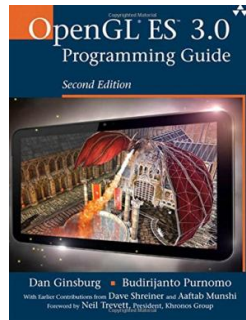


## OpenGL ES 3.0 Programming Guide (2nd Revised edition)



### Book Review

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