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The Vertex Shader. The next HelloShaders code to analyze is the vertex shader, reproduced in Listing 4.3. Listing 4.3 The vertex shader from HelloShaders.fx

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Real-time graphics programming is often Paul is also the author of Real-Time 3D Rendering with DirectX and HLSL: A Practical Guide to Graphics Programming.

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3D rendering is the 3D computer graphics process of automatically converting 3D wire frame models into 2D images with 3D photorealistic effects or non-photorealistic

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