

# **OpenGL(R) Programming Guide: The Official Guide To Learning OpenGL, Version 1.2 (3rd Edition) By Mason Woo;Jackie Neider;Tom Davis**

**By Mason Woo;Jackie Neider;Tom Davis**

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Dave Shreiner, Jackie Neider, Mason Woo, OpenGL Architecture Review Board, Tom Davis. OpenGL.R.Programming.Guide.The Learning OpenGL(R), Version 2.1 (6th Edition)

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