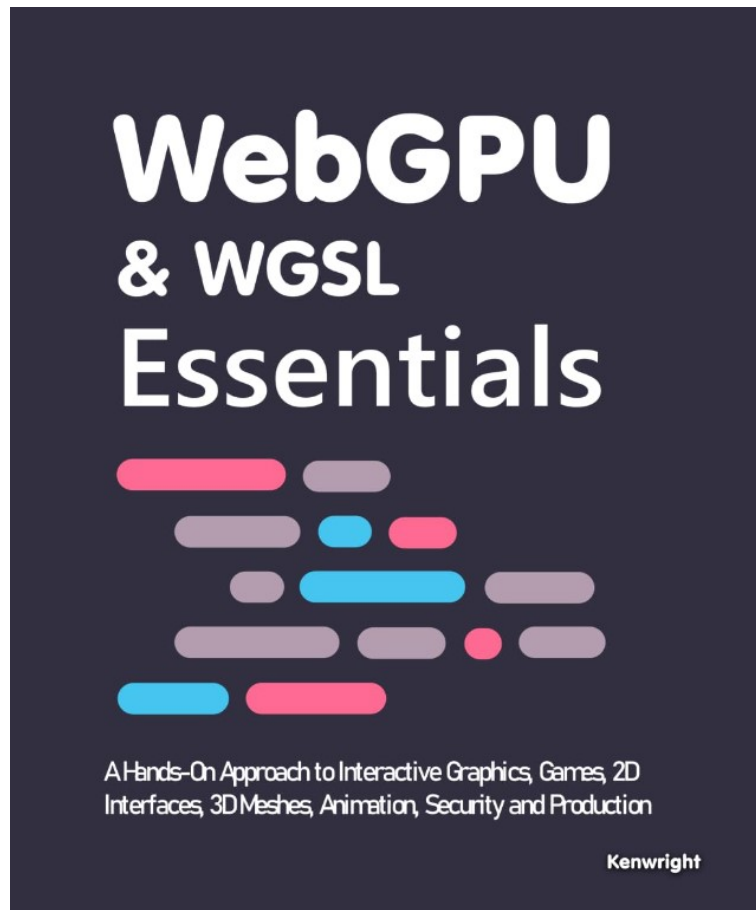# WebGPU & WGSL Essentials: A Hands-On Approach to Interactive Graphics, Games, 2D Interfaces, 3D Meshes, Animation, Security and Production

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