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./test/schur\_real.cpp

./test/prec\_inverse\_4x4.cpp

./test/smallvectors.cpp

./test/redux.cpp

./test/special\_numbers.cpp

./test/adjoint.cpp

./test/resize.cpp

./test/mixingtypes.cpp

./test/product\_trmv.cpp

./test/sparse\_solvers.cpp

./ test/cholesky.cpp

./test/geo\_quaternion.cpp

./test/miscmatrices.cpp

./test/stddeque.cpp

./test/integer\_types.cpp

./test/product\_large.cpp

./test/eigensolver\_generic.cpp

./test/householder.cpp

./test/geo\_orthomethods.cpp

./test/array for matrix.cpp

./test/sparseLM.cpp

./test/upperbidiagonalization.cpp

./test/nomalloc.cpp

./test/packetmath.cpp

./test/jacobisvd.cpp

./test/geo\_transformations.cpp

./test/swap.cpp

./test/eigensolver\_selfadjoint.cpp

./test/inverse.cpp

./test/product\_selfadjoint.cpp

./test/product\_trsolve.cpp

./test/product\_extra.cpp

 $./ test/sparse\_solver.h$ 

./test/mapstride.cpp

./test/mapped\_matrix.cpp

./test/geo\_eulerangles.cpp

./test/eigen2support.cpp

./test/denseLM.cpp

./test/stdvector.cpp

./test/nesting\_ops.cpp

 $./test/sparse\_permutations.cpp$ 

./test/zerosized.cpp

./test/exceptions.cpp

./test/vectorwiseop.cpp

./test/cwiseop.cpp

./test/basicstuff.cpp

./test/product\_trmm.cpp

./test/linearstructure.cpp

./test/sparse\_product.cpp

./test/stdvector\_overload.cpp

./test/stable\_norm.cpp

./test/umeyama.cpp

./test/unalignedcount.cpp

./test/triangular.cpp

./test/product\_mmtr.cpp

./test/sparse\_basic.cpp

./test/sparse\_vector.cpp

./test/meta.cpp

./test/real\_qz.cpp

./test/ref.cpp

./test/eigensolver\_complex.cpp

./test/cholmod\_support.cpp

 $./test/conjugate\_gradient.cpp$ 

./test/sparse.h

./test/simplicial\_cholesky.cpp

./test/bicgstab.cpp

./test/dynalloc.cpp

./test/product\_notemporary.cpp

./test/geo\_hyperplane.cpp

./test/lu.cpp

./test/qr.cpp

./test/hessenberg.cpp

./test/sizeof.cpp

./test/main.h

./test/selfadjoint.cpp

./test/permutationmatrices.cpp

./test/superlu\_support.cpp

./test/qtvector.cpp

./test/geo\_homogeneous.cpp

./test/determinant.cpp

./test/array\_reverse.cpp

./ test/unaligned as sert.cpp

./test/stdlist.cpp

./test/product\_symm.cpp

./test/corners.cpp

./test/dontalign.cpp

./test/visitor.cpp

./test/geo\_alignedbox.cpp

./test/diagonalmatrices.cpp

./test/product\_small.cpp

 $./test/eigensolver\_generalized\_real.cpp$ 

 $./test/umfpack\_support.cpp$ 

./test/first\_aligned.cpp

./test/qr\_fullpivoting.cpp

./test/array\_replicate.cpp

./test/geo\_parametrizedline.cpp

 $./test/eigen 2/eigen 2\_unaligned as sert.cpp\\$ 

./test/eigen2/eigen2\_prec\_inverse\_4x4.cpp

./test/eigen2/eigen2\_alignedbox.cpp

./test/eigen2/eigen2\_sparse\_product.cpp

./test/eigen2/eigen2\_meta.cpp

./test/eigen2/eigen2\_nomalloc.cpp

./test/eigen2/eigen2\_visitor.cpp

./test/eigen2/eigen2\_packetmath.cpp

./test/eigen2/eigen2\_svd.cpp

./test/eigen2/eigen2\_mixingtypes.cpp

./test/eigen2/eigen2\_qr.cpp

./test/eigen2/eigen2\_cwiseop.cpp

 $./test/eigen2/eigen2\_geometry\_with\_eigen2\_prefix.cpp$ 

./test/eigen2/eigen2\_smallvectors.cpp

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./Eigen/src/SVD/JacobiSVD\_MKL.h

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./Eigen/src/PardisoSupport/PardisoSupport.h
./Eigen/src/Core/Assign MKL.h
./Eigen/src/Core/Assign_MKL.h
./Eigen/src/Core/products/SelfadjointMatrixVector_MKL.h
./Eigen/src/Core/products/SelfadjointMatrixVector_MKL.h
./Eigen/src/Core/products/GeneralMatrixVector MKL.h
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./Eigen/src/Core/products/GeneralMatrixMatrix_MKL.h
./Eigen/src/Core/products/TriangularMatrixVector_MKL.h
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./Eigen/src/Core/products/TriangularSolverMatrix MKL.h
./Eigen/src/Core/util/MKL_support.h
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./Eigen/src/SVD/JacobiSVD MKL.h

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* The primary goals of this implementation are portability and ease of use.
* It is meant to be fast, but not as fast as possible. Some known
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>>>> icu
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\* @author alteredq / http://alteredqualia.com/

\* Film grain & scanlines shader

\* - ported from HLSL to WebGL / GLSL

\* http://www.truevision3d.com/forums/showcase/staticnoise\_colorblackwhite\_scanline\_shaders-t18698.0.html

\* Screen Space Static Postprocessor

 $\ensuremath{^{*}}$  Produces an analogue noise overlay similar to a film grain / TV static

\* Original implementation and noise algorithm

\* Pat 'Hawthorne' Shearon

\* Optimized scanlines + noise version with intensity scaling

\* Georg 'Leviathan' Steinrohder

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