**Early reference material**

Raymarching

<http://citeseer.ist.psu.edu/viewdoc/summary?doi=10.1.1.48.3825>

<http://9bitscience.blogspot.com/2013/07/raymarching-distance-fields_14.html>

<http://jamie-wong.com/2016/07/15/ray-marching-signed-distance-functions/>

<https://www.iquilezles.org/www/articles/raymarchingdf/raymarchingdf.htm>

<https://www.iquilezles.org/www/articles/distfunctions/distfunctions.htm>

<http://blog.hvidtfeldts.net/index.php/2011/09/distance-estimated-3d-fractals-v-the-mandelbulb-different-de-approximations/>

Pixel shader rendering to multiple textures (for normal and depth map)

<https://docs.microsoft.com/en-gb/windows/win32/api/d3d11/nf-d3d11-id3d11devicecontext-omsetrendertargets?redirectedfrom=MSDN>

<https://stackoverflow.com/questions/12730309/rendering-to-multiple-textures-with-one-pass-in-directx-11>