Low-Level Game Programming

# How to Run

Open **LowLevelCode.sln** and set the configuration to **Debug** and the platform to **x64** and hit **F5** to run the application. It will then start to output frames into “**raytracer/output/**” which can be combined with ffmpeg.

# Remarks

The console will log memory events over the course of the application. The scene is loaded from a .json file and can be edited with ease. (**raytracer/scenes/test.json**)