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## Section 1

Column A	Column B	Column C
Category 1	High	100.00
Category 2	High	80.50



Figure 1: la lune

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## About The Project

This project provides me a solid Vulkan renderer starting point for implementing modern established rendering techniques and getting quickly started in own research topics. Frequently tested under \* [latest windows and ubuntu version] \* [GCC/CLANG/MSVC]

## Key Features

Feature	Implement Status
Rasterizer	
Raytracing	
Path tracing	
PBR support (UE4,disney,... etc.)	
.obj Model loading	
Mip Mapping	