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# Comments and Considerations

# Core Techniques

## Skeletal Animation

# Geometry Techniques

## Parsing and rendering of .OBJ files

## Height map

# Texturing and Lighting

## Normal mapping

# Projection Techniques

## Dynamic cubic environment mapping

# Acceleration Techniques

## View frustum culling against a quad tree

## Back face culling using Geometry Shader

# Other Techniques

## Gaussian filter using a Compute shader