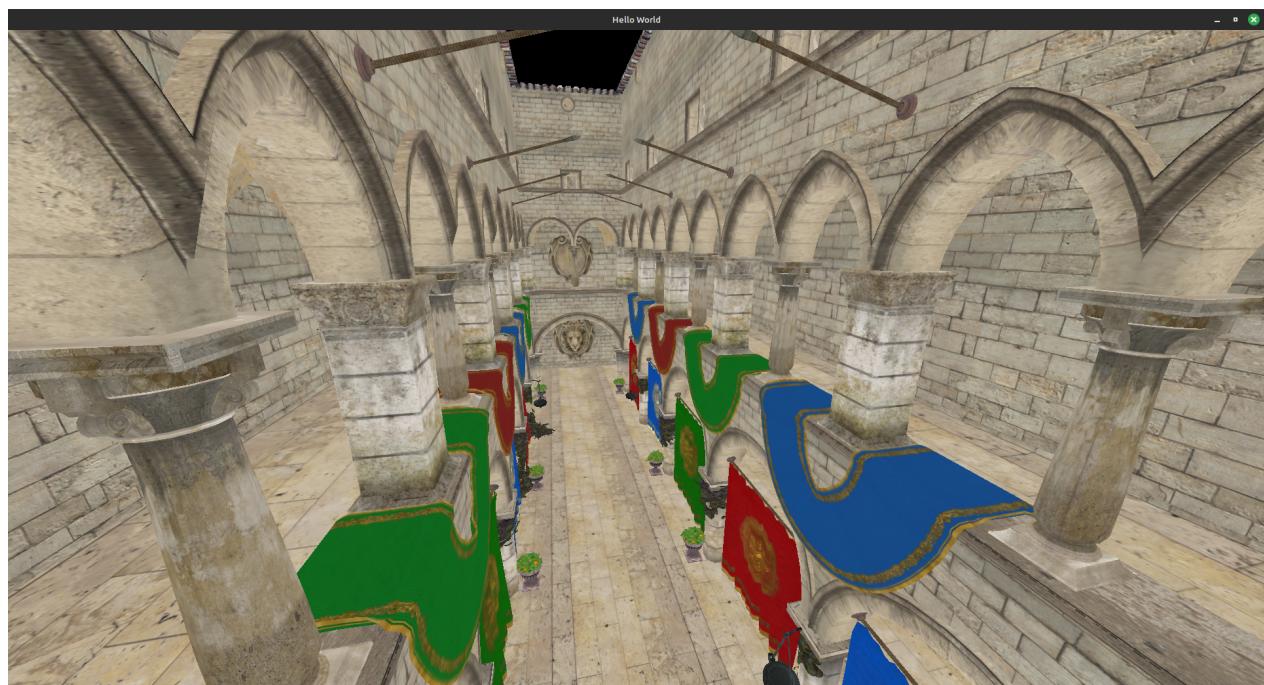


## Compiling & Running it

```
mkdir build  
cmake -B build  
cd build  
make  
./aaa_main
```

## Gallery



```
# Todo - [X] texture loading - [X] model loading /           # Data Pipeline | Proc | Lang | |-----|-----| .obj -> .bin | c++ (Done) |  
compression - [X] Debug shapes - [X] Multiple Objects - []   .bin -> .scene | python (Todo) | .scene -> .octree | python (Todo) |  
Scene files - [] Build Octrees - [] Render Octrees - [] Build .octree -> .rrt | python (Todo -> if theres not a work around) | .bin  
RRT - [] Metropolis Hastings Trajectory sampling - []       .octree .rrt -> data | c++ | data -> cnn | python (Big Todo) | |cnn ->  
Frame Buffer - [] Add Documentation                         inference | c++ (Big Todo) |
```