

Compiling & Running it

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

Gallery



Todo

- texture loading
- model loading / compression
- Debug shapes
- add opacity
- Multiple Objects
- frame buffer / deferred rendering - to display depth data [two hours]
- save buffer to disk - [an hour]
- BVH to test if point is inside
- directional lights
- update materials for blin phong shadding

- specular maps / optional maps
- SSAO
- generate trajectories with Metropolis hastings samplings
- debug axis to move objects around [couple days]

Latter:

- lights and Blinn-Phong Shading
- directional shadows
- compute shader fun ???
 - Forward Rendering
 - Grass / FFT Ocean / Water Sim / Particles
- Scene Graph