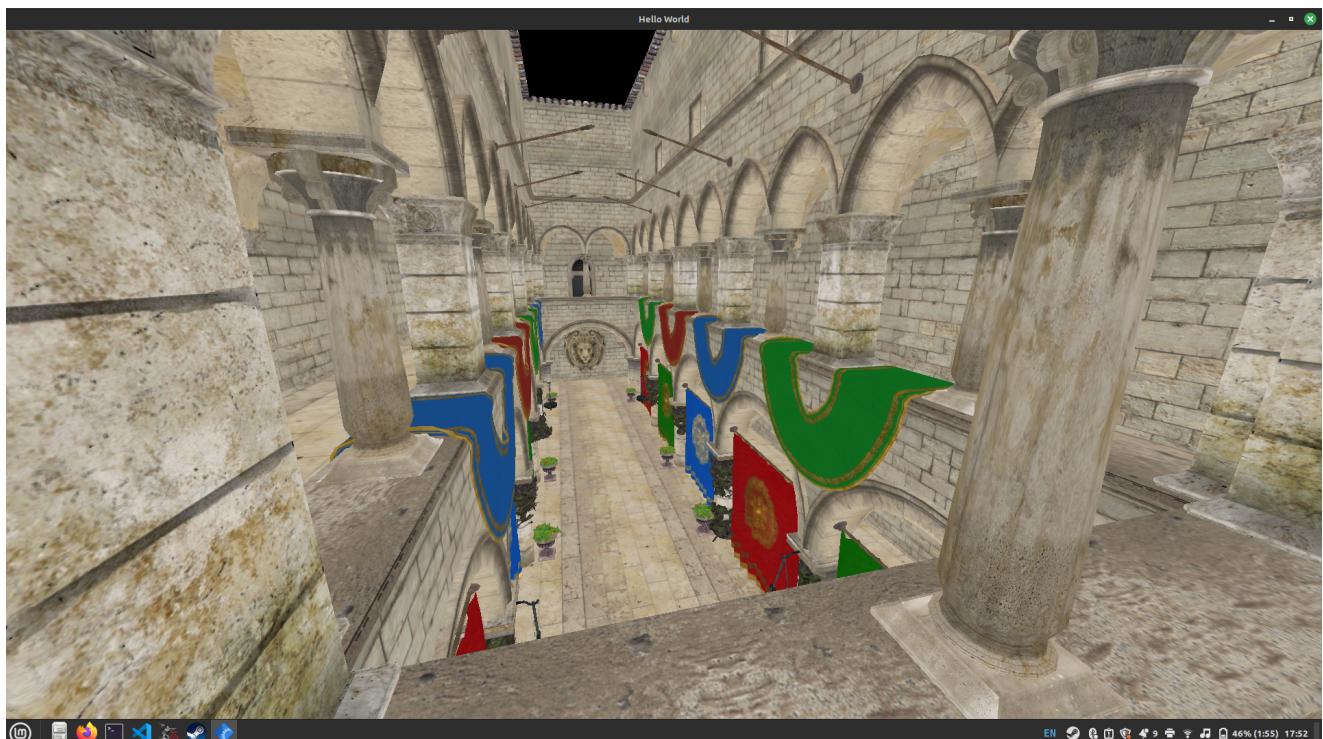


Compiling & Running it

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

Gallery



Todo

- texture loading
- model loading / compression
- lights and Blinn-Phong Shading
- Directional Shadows
- Compute Shader fun ???
- Scene Graph