

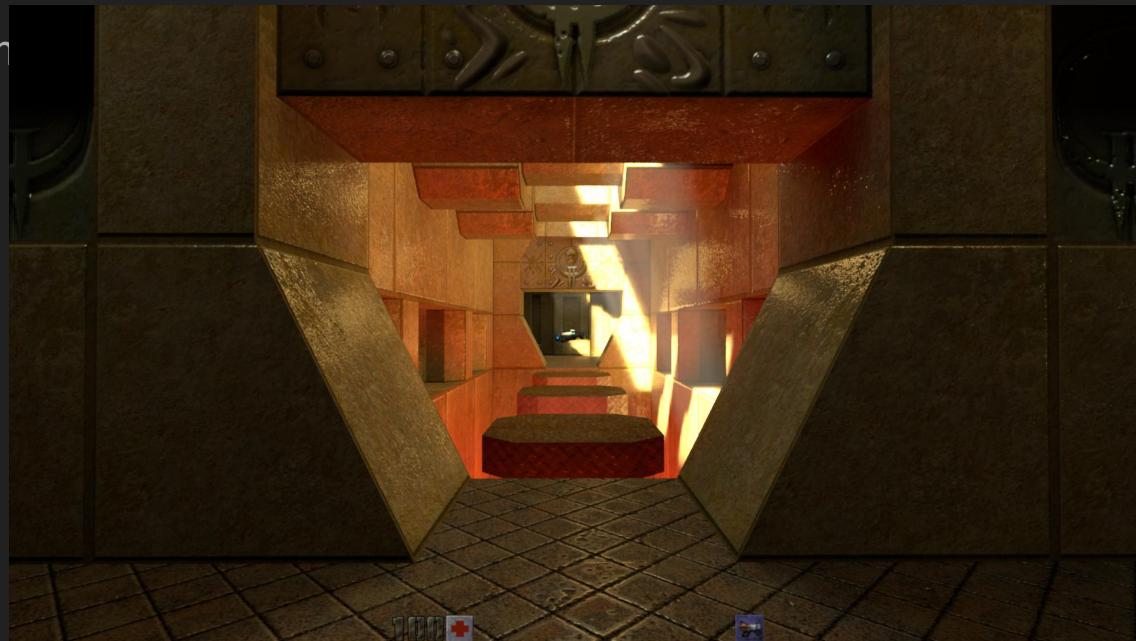
# glRemix

Anya Agarwal, Aaron Tian, Amy Liu, Bryce Joseph

# Purpose & Goals

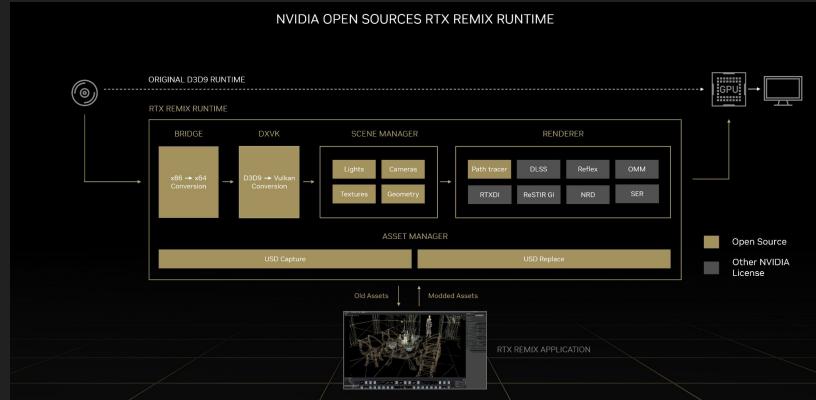
To create a DX12-powered platform  
for remastering old OpenGL 1.x  
games using modern graphics.

A Brief Aside for the Motivation...

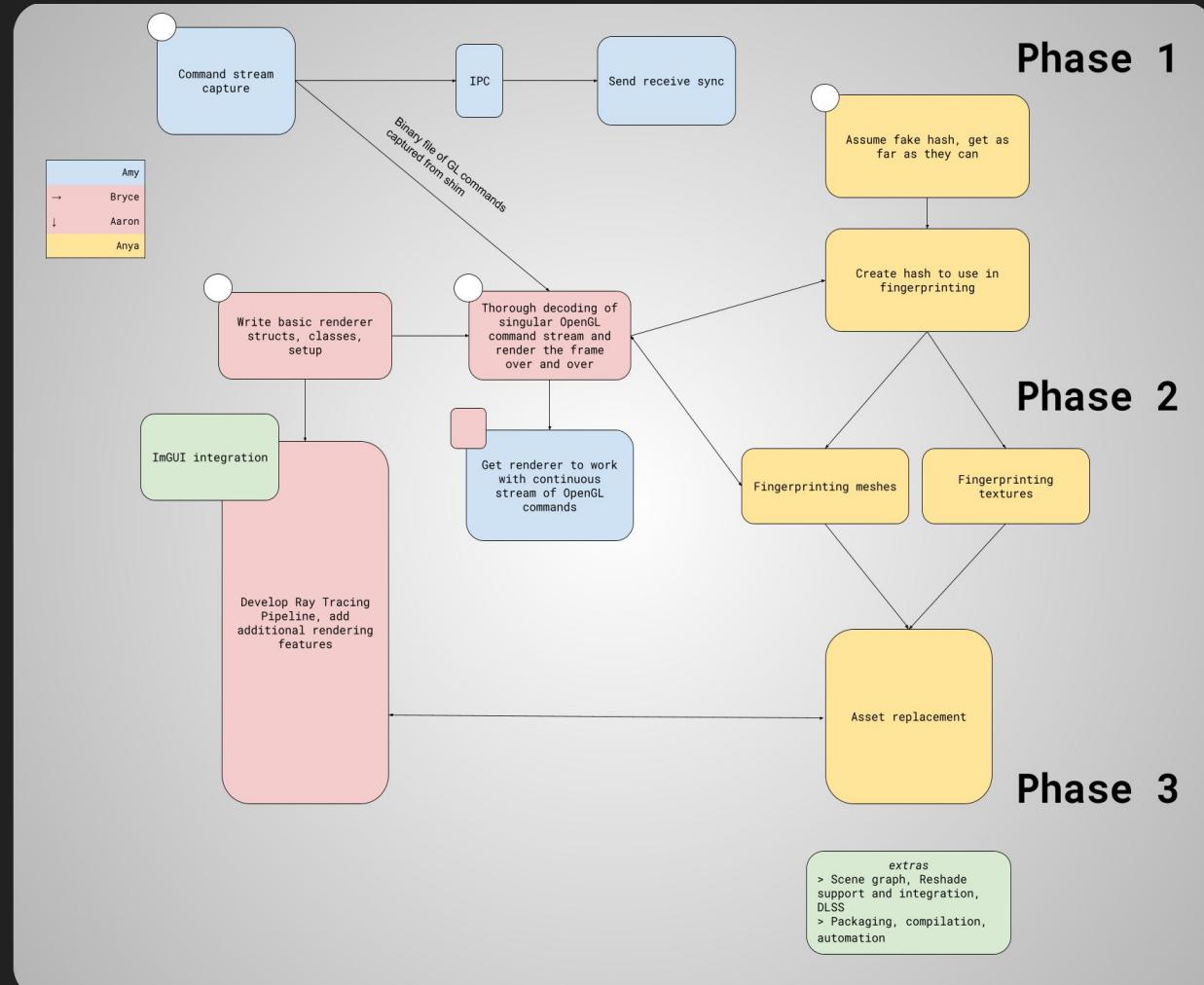


# Implementation

- Windows focus
- Shim layer DLL
  - Intercept OpenGL fixed function calls from original application
  - Replace them to inject new lighting, geometry, textures
  - Does not require rebuilding source application
- Construct scene from draw calls



# Project Pipeline



# APIs / Resources / References

Target API: DX12

Resources:

- OpenGL Test Apps / Games:
  - GLTron
  - GLX Gears

References:

- Idea: [RTX Remix](#)

# Schedule

- Milestone 1
  - Shim layer + Basic Shading Lighting Pipeline
- Milestone 2
  - Asset Replacement/Scene Graph
- Milestone 3
  - Culmination: Shaders/Lighting + Scene Graph + Bonus
- Final
  - Bonus Features
    - Post processing (ReShade)
    - DLSS / AI Upscaling

