

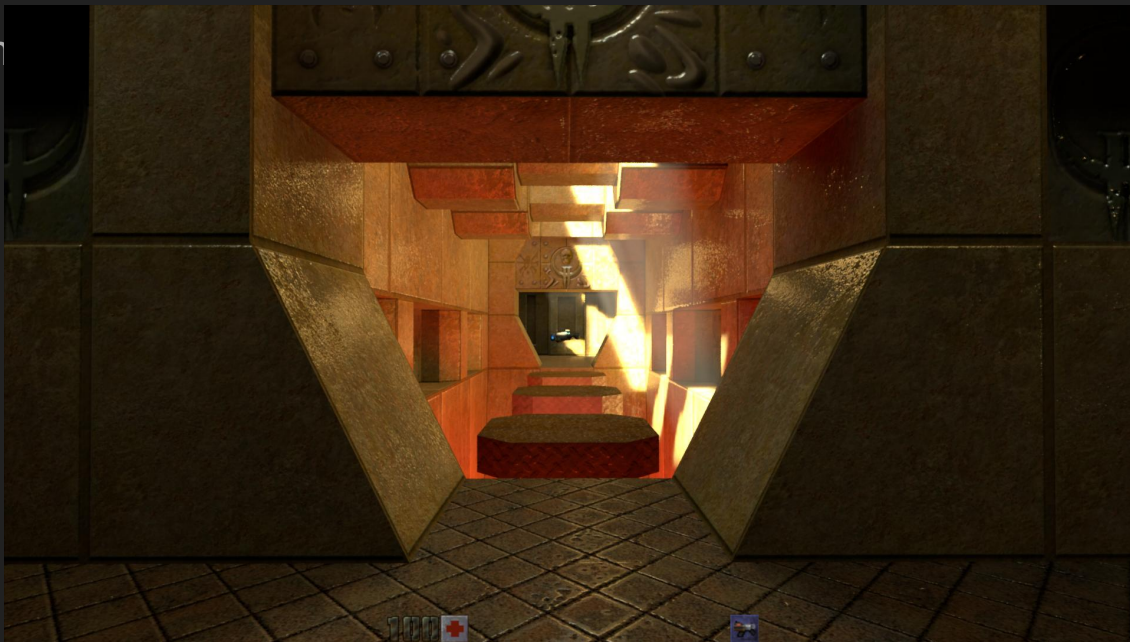
glRemix

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Purpose & Goals

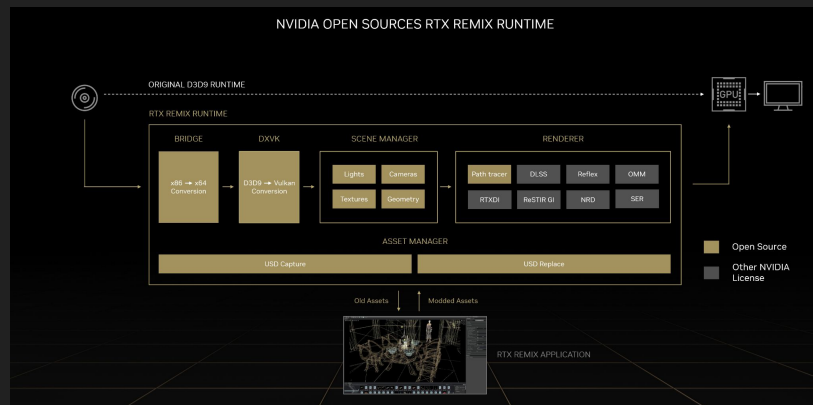
To create a DX12-powered platform for remastering old OpenGL 1.x games using modern graphics.

A Brief Aside for the Motivation...

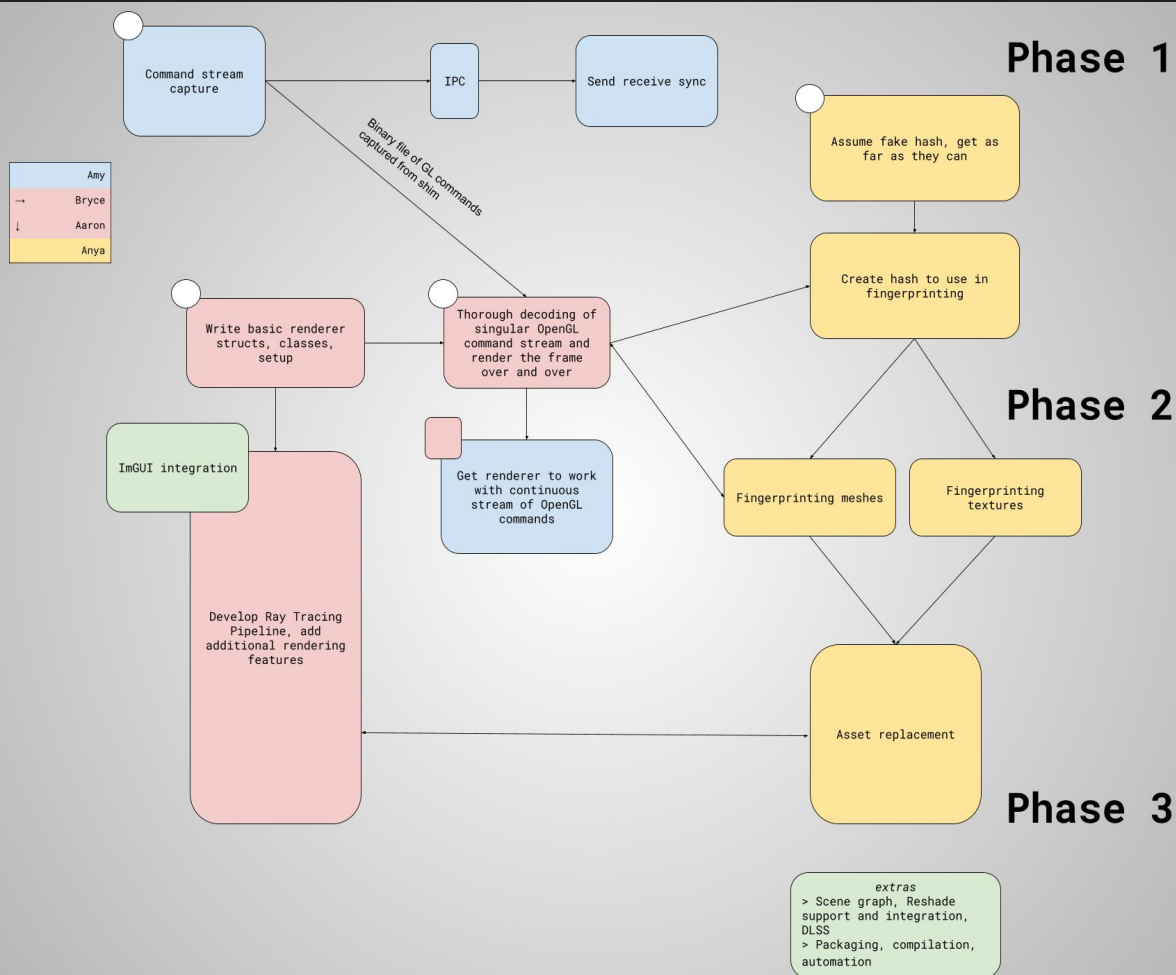


Implementation

- 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

