**Ray Cast intersection with plane**

<https://antongerdelan.net/opengl/raycasting.html>

https://stackoverflow.com/questions/7168484/3d-line-segment-and-plane-intersection

**Content placement**

Distribution – poisson disk distribution

<http://devmag.org.za/2009/05/03/poisson-disk-sampling/>

https://onlinelibrary.wiley.com/doi/abs/10.1111/j.1467-8659.2007.01100.x

**Stencil Testing** (outlining an object when mouse under)

<https://learnopengl.com/Advanced-OpenGL/Stencil-testing>

<http://www.opengl-tutorial.org/miscellaneous/clicking-on-objects/picking-with-an-opengl-hack/>

reference for model-view-projection

Q. Zhou, "A Demonstrate System of Three Dimensional Graphics Based on OpenGL," 2009 First International Conference on Information Science and Engineering, Nanjing, China, 2009, pp. 3175-3178, doi: 10.1109/ICISE.2009.19.