6/3/18 - <http://blog.simonrodriguez.fr/articles/30-07-2016_implementing_fxaa.html>

Previous Works:

In my research for this assignment I have researched Nvidia with Timothy Lottes FXAA paper and Fast, Minimum Storage Ray/Triangle Intersection by Thomas Möller and Ben Trumbore

https://gamedev.stackexchange.com/questions/98641/how-do-i-modify-textures-in-sdl-with-direct-pixel-access/109132#109132