I confirm that the code contained in this file (other than that provided or authorised) is all my own work and has not been submitted elsewhere in fulfilment of this or any other award.

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# Compute Shaders

## Compute Shader Execution

Unlike the other shaders used in the labs and the other coursework shaders, Compute shaders are not part of the regular shader pipeline

Due to this there is a lot of freedom in what they can do

## Compute Shader Setup

### Texture

Instead of rendering a model to the screen the compute shader instead can

### Mesh

# RayMarching Shader

## Raycasting

## Distance Functions

## Lighting

# Rendering