SPG-Project

Based on my EZG-project.

Controls

W	Move forward
A	Move left
S	Move backward
D	Move right
Mouse X	Control camera yaw
Mouse Y	Control camera pitch
Q	Rotate camera roll anticlockwise
E	Rotate camera roll clockwise
F1	Reset camera roll
F2	Toggle wireframe
F4	Toggle free-cam/cinematic-mode
Comma	Reduce speed
Period	Enhance speed
Strg comma	Reduce sample count (antialiasing)
Strg period	Enhance sample count (antialiasing)
Esc	Quit game

Important program segments

almost everything of interest is found in the Chunk-class.additionally there are four shader files of interest:

generateChunk_CS.glsl   :   generating the density volume.

Chunk_VS.glsl
Chunk_GS.glsl   :   rendering pipeline, containing the marching cubes algorithm.
Chunk_FS.glsl