Pollux Renderer

By 11/13: Project Pitch
- Setup a working Compute Pipeline

By 11/20: Milestone 1
- Setup basic Camera with Controls
- Object-Ray Intersection
- Create basic scene (Reach Project3 Base Code)

By 11/27: Milestone 2
- Stream Compaction for Terminated Rays + Naive Lighting
- Environment Maps
- Additional BRDFs (TBD)
- Maybe add Multiple Importance Sampling

By 12/04: Milestone 3
Base Goal: Make sure Milestone 2 is working correctly

Stretch Goal: Start implementing one of the following papers:
- GPU-Based KD-Tree
- Procedural Microfacet BRDF
- Real-Time Reconstruction for GI using SVGF

By 12/11: Final Presentation
- Make sure MS3 work is completed
- Finalize Readme
- Clean Code
- Create Demo Scenes