



**Milestone 1:** A first version of the GPU vertex program that loads a mesh and colors it using a vertex based area.

**Milestone 2:** Implementation of Flat shading on vertices and edges.

**Milestone 3:** GPU fragment program.

**Milestone 4:** Implementation of an extension of Gouraud shading.

**Milestone 5:** A first version of the report and poster.

The 15th week will be used only for possible delays or reviews.