



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.