CG

* Screen space ambient occlusion

<https://learnopengl.com/Advanced-Lighting/SSAO>

* Terrain generation

<https://www.codeproject.com/Articles/14154/OpenGL-Terrain-Generation-An-Introduction>

* GPU Procedural Material Generation
* Non-Photorealistic Rendering

<https://www2.cs.duke.edu/courses/cps124/spring04/notes/13_npr/index.html>

<http://holgerweb.net/PhD/Research/papers/mastersthesis.pdf>

* Occlusion Queries
* <http://www.mbsoftworks.sk/tutorials/opengl3/27-occlusion-query/>
* Drawing Geometry with OpenGL

<https://open.gl/drawing>