Per Voxel Lighting for Dummies

1. Introduction

* Guide/ blog post for not so experienced users
* Covers only algorithms, methods and principles showing opencl/c++ example, but this should be able to be followed within any other environments.

1. Storing Voxels
   1. Grid
   2. Better alternatives(advanced-not covered)
2. Rendering Voxels
   1. Pixel plotting (any language or API)
   2. DDA algorithm
3. Make them look good
   1. Per Voxel instead of per Pixel
   2. Lighting
   3. Shadowing
   4. Extra features(advanced-not covered)
4. Closing remarks