Milestone Checklist and Semester Plan

By the end of

* Week 3 – Phong model, skybox, Environment map
* Week 4 – Deferred Shading
* Week 5 – Shadow map, hard shadow

By this milestone, I will have

* A scene setup with lights and models.
* A simple GUI to let user switch between deferred and forward shading.
* A button to toggle shadow on and off.
* Week 6 – PBS, BRDF lighting model
* Week 7 – SSAO
* Week 8 – Tile Based Lighting 1
* Week 9 – Tile Based Lighting 2
* Week 10 – Tiled Based Forward+ Rendering

By this milestone, I will have

* Several spheres show the difference between a Phong model and BRDF model.
* A button to toggle deferred/forward/forward+ rendering.
* An area to display and profile the performance of different rendering algorithms.
* A button to toggle shadow, SSAO and tiled lighting on and off.
* Week 11 – Exponential Shadow map, soft shadow 1
* Week 12 – Soft shadow blur filtering (using compute shader).
* Week 13 – Image based lighting (IBL).

By this milestone, I will have

* Everything needed for a realistic scene including PBS, tiled lighting, SSAO, soft shadow, IBL etc.
* A GUI to drive through and to record performance for a complex scene.
* Week 14 – Submission