* Description of the problem to solve.
  + Rendering huge terrain requires huge meshes. CPU’s throughput limit is reached.
* Description of the solution proposed on the paper.
  + Camera attached LOD layers of uniform grid meshes.
* Description of how the solution was implemented.
  + Use HighResolution heigh-map.
  + Construct uniform grid meses.
  + Render at different LODs.
  + Sample worldPos to height-map.
  + Modify vertex altitude.
* Demo

o Needs to showcase the implementation of the technique

o Add variables to enable/disable or tweak values to highlight the solution

o Make sure you have the proper controls and scene that fit your demo

* Information about the research made:

o When should this algorithm be used?

o What are the other approaches?

o Pros/Cons. o Improvements of the algorithm.

* Problems found during development.