Practical information

Beskrive alle featurene som er implementer og hvordan dette er gjort.   
Maks 8 sider  
Husk kilder!  
Leveres som pdf  
Leveres på canvas sammen med alle ressurser som trengs for å bygge og kjøre koden (zip)

There are two main alternatives:

* Create an application that involves some kind of interactive graphics
* Implement and explain a concept related to computer graphics

Here are some example features that your project could contain:

* Advanced texturing techniques
  + Bump mapping / Normal mapping
  + Parallax mapping
  + Displacement mapping
  + MegaTexture
* Animation techniques
  + Skeletal animation
* Hvert ledd vil være i forhold til forelder-leddet. Ikke til selve modellen
  + Scripted sequences
  + Inverse kinematics
* Physics simulation
  + Particle systems
  + Rigid body physics
  + Cloth simulation
  + Rag doll physics
  + Water simulation
    - reflection
    - refraction
  + Inverse pendelum (Segway)
* Advanced lighting features
  + Stencil shadows
  + Shadow volumes
  + Ambient occlusion
* Geometry loading
  + FBX
  + Collada
* Advanced parameterized geometry
  + Bezier
  + NURBS
  + Fractals
* Terrain
  + Hightmap terrain
  + Annotated hightmap terrain
* Geometry shaders
* Portals
* Ray tracing
* Reflection and refraction in mediums with different densities
* Skybox / Cubemap