

February				March			
W5	W6	W7	W8	W9	W10	W11	W12
Skeletal structure  Surface representation  Visualisation by tesselation  Draft of skeletal data structure  Raytracing of skeletal structure with balls and tubes  Raytracing of a single metaball  Raytracing of a single metatube	Redisgn of the skeletal structure and editor	Continue on the structure	Design of Ray tracing algo	DADIU PRODUCTION!			
	More primitives and convolution	Brute force ray tracing of the structure		Design of Ray tracing algo	RayTracing optimization	RayTracing optimization	RayTracing optimization
April				May			
W13	W14	W15	W16	W17	W18	W19	W20
RayTracing optimization	RayTracing optimization	Improve shader	Design texturing method	Texturing	Texturing	Animation of the tree structure Might broke raytracing and texturing	Fix
		Texturing					
		Design texturing method					
June				July			
W21	W22	W23	W24	W25	W26	W27	W28
Fix	Integrate in classical pipeline	Shader effects	Shader effects	Shader effects	Shader effects	Writting  Polishing	Writting  Polishing
August							
W29	W30						
Writting  Polishing	Writting  Polishing						