# Introduction

# Technology

This project was developed in OpenGL. I chose to develop the project in OpenGL over a raytracing approach mainly for performance – a cityscape would be significantly more useful if it can be rendered and explored in real-time.

The programming language of choice for this project was Python, using PyOpenGL and glfw for bindings to OpenGL. I chose to use Python due to my past experiences with this, which would (hopefully) allow for easier development. While Python is not quite as optimized as C, these differences could be minimised by performing most of the rendering in GLSL shaders. For some 2D rendering, I chose to use the fantastic PIL/Pillow library.

# Development

# Outcome

# Reflection