Web GL Fun

© Wesley Reardan 2014

# Shader

* Migrate to a better Linear Algebra Library?
* Fix Shader.SetUniform (partially fixed)
* UnProject??

# ~~Mars~~

* ~~Load Data~~
* ~~Distort Surface~~
* ~~Inherit nicely~~

# Mesh

* ~~Mesh.CalculateNormals with averaged cross products, checkout cookbook, our code~~
* ~~Mesh.BuildNormalVisualization~~
  + ~~y from 0 to height, x from 0 to width, vertices -> vbo~~
* ~~Sphere~~
* ~~Cylinder~~
* Load External Mesh from Blender using THREE.js exporter

# Texture

* ~~Represent a GL mapped texture - > Load Texture, Bind Texture~~
* Normal Map Texture

# Curve

* Type
  + **Bezier**, Cardinal, **Catmull-Rom**, etc.

# Camera

* GetView
* Type:
  + LookAt: Position, Facing
  + Quat: Position, Rotation
* Move Camera
* Track Object (3rd person view)

# Light

* Positional Light
* Directional Light
* Spotlight
* Shadows

# Frustum

* Generic Frustum Class
* Use Light Frustum for Shadow Map Generation

# Framebuffer

* Render to Texture
* Post Processing effect
* Render depth to Texture
* Draw shadows