

# Documentation Submission 4

## Implementation Details

We're using the following (graphics related) crates:

- gl (<https://crates.io/crates/gl>)
- glfw (<https://crates.io/crates/glfw>)
- image (<https://crates.io/crates/image>)
- cgmath (<https://crates.io/crates/cgmath>)
- gltf (<https://crates.io/crates/easy-gltf>)
- crevice (<https://crates.io/crates/crevice>)

## Testing Hardware

Both of us tested the program on our NVIDIA GTX 1070's at 1080p.

At 1440p our FPS were at around 60 at the most demanding part and around 90-100 elsewhere.

## Controls

- ESC to close the demo
- F11 to toggle fullscreen

## Effects

We have implemented:

- GPU particles (with screen space collisions)
- Volumetrics (Raymarched)
- Deferred Rendering
- SSAO
- Dynamic Skybox