

<b>Very Tentative Fall 2022 CS392 GPU Programming</b>	
Aug 22	Course Introduction and 3D spaces, OpenGL Applications
Aug 29	Vertex and Fragment Shaders
Sep 5	Geometry Shaders
Sep 12	Tessellation Shaders
Sep 19	Compute Shaders
Sep 26	An interesting demo using various shader types
Oct 3	Lighting
Oct 10	More Lighting, Midterm Review
Oct 17	Midterm and answers
Oct 24	Project 1 Presentations, intro to Vulkan
Oct 31	Intro to Vulkan, continued
Nov 7	Last week of Vulkan intro
Nov 14	Ray Tracing with the RTX
Nov 21	Thanksgiving Break
Nov 28	General-Purpose GPU Computation
Dec 5	Topics of Interest, catch up, project 2 presentations
Dec 12	Final Exam is Wednesday, December 12, at 12:00 PM