

Project 5 – Final Project

CSE 168: Rendering Algorithms, Spring 2017

Description

Add some rendering features of your choice and render a final image. Then, put together a basic HTML page that shows the image and includes a description as well as any related test or reference images. You must do a short (~4 minutes) oral presentation describing the work and answering any questions from the audience.

Project 5 is due by 7:00 pm, Friday June 16, 2017.

Rendering Features

Basically, you can do what you want, but it should include a comparable amount of work to previous projects. A good approach is to think of some goal image you want to produce, and implement a few features to achieve the goal. You could also start with a reference image that you want to duplicate, or at least take inspiration from. You can use any 3D models you can find on the web, or create something yourself. Alternately, you can just implement some technical features and render an image that shows those off.

Implementing any one of the following features would be sufficient:

- Volumetric scattering
- Procedural modeling
- Displacement mapping
- Dispersion
- Caustics
- Photon mapping
- Translucency
- Procedural texturing
- Curved surfaces
- Lens effects, convolution
- Multi-frame animation with motion blur

Or choose something else. If you have any questions about details, please come talk to me.

Grading

This project is worth 15 points:

- Final project	10
- Oral presentation	5
- Total	15