Computer Graphics Coursework Report

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Abstract

This report is built from the template here: github.com/edinburgh-napier/aux_latex_cw_template
The abstract is typically a single paragraph, the first thing people read when they encounter your report; hence, it is crucial that it outlines all the important aspects of your document. Make your abstract incredibly concise and clear. You start with the aim and end with why your report is interesting. Briefly explain why your report is valuable and how you have evaluated it. Keep your abstract small. Typically, the abstract should be approximately 100-200 words. **Keywords –** Fill, These, In, So, google, can, find, your, report

1 Introduction

The introduction sells your computer graphics submission. Tells the reader about your key effects and motivation, why this project is important. Your introduction should be clear well defined paragraphs.

- What key effects are you showing?
- What is the motivation? (What's so interesting and important?)
- Why is it hard? (e.g., why do naive approaches fail?)
- Where has the effect been used before or what are you doing differently? How does yours differ?
- What's your approach? How do you implement your different effects? Are their any specific limitations?

2 Related Work

Refer to literature on the particular computer graphics effect you want to synthesize (e.g., published articles, books, conference proceedings, web articles) provide a comprehensive review, use correct citations. Like so: [1]. Related work should finish with a summary paragraph - emphasising the crucial similarities or differences between existing methods presented in the literature. For example:

- You might want to modify the technique so it is less accurate but more efficient;
- You combine different techniques from different approaches;
- You are simplifying the algorithm to make it run with different outcomes.

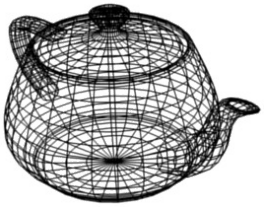

Figure 1: **A UFO?** - Make sure to put in some relevant reference images to spruce things up.

3 Implementation

In this section, you should put together some of the technical details of your graphical scene. The sections will depend on your project, identify major features and give them their own section. This should be the largest and most detailed section of your report. It should have enough detail that someone knowledgeable about graphics will be able to follow and reproduce your project, but not so technical that it's unreadable by non-experts.

4 Future Work

What would you add if you had more time / a bigger scope? What areas would need further research

5 Conclusion

The report should finish with a summary/conclusion to give a brief overview of what the reader should remember most. Some would argue that this it the most important section. What was most important? What was achieved? What was not achieved?

References

[1] S. Keshav, "How to read a paper," *SIGCOMM Comput. Commun. Rev.*, vol. 37, pp. 83–84, July 2007.