# School of Computing FACULTY OF ENGINEERING



<Full title of Project>

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Submitted in accordance with the requirements for the degree of  $$<\!\!\operatorname{Name}$  of Degree>

<Session>

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<As an example>

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#### Summary

 $<\!$  Concise statement of the problem you intended to solve and main achievements (no more than one A4 page)>

#### Acknowledgements

<The page should contain any acknowledgements to those who have assisted with your work. Where you have worked as part of a team, you should, where appropriate, reference to any contribution made by other to the project.>
Note that it is not acceptable to solicit assistance on 'proof reading' which is defined as the "the systematic checking and identification of errors in spelling, punctuation, grammar and sentence construction, formatting and layout in the test"; see <a href="http://www.leeds.ac.uk/gat/documents/policy/Proof-reading-policy.pdf">http://www.leeds.ac.uk/gat/documents/policy/Proof-reading-policy.pdf</a>.

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### Background Research

#### 1.1 2D Fractals

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#### 1.2 3D Fractals

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#### 1.3 Signed Distance Functions and Raymarching

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#### 1.4 Signed Distance Fields

### Theory

#### 2.1 Project aim

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#### 2.2 Code Performance Theory

### Implementation

#### 3.1 Project Structure and Overview

- 3.2 Rendering 3D Fractals
- 3.3 Signed Distance Field
- 3.4 Performance Measurement

#### Results

#### Conclusion

# References

[1] J. Aron, "The mandelbulb: first 'true'3d image of famous fractal," New Scientist, vol. 204, no. 3736, pp. 54–55, 2009.

14 REFERENCES

Appendices

## Appendix A

### **External Material**

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# Appendix B

# Ethical Issues Addressed