

CS 87/187, Spring 2016

RENDERING ALGORITHMS

Rendering Competition Tips



Benedikt Bitterli

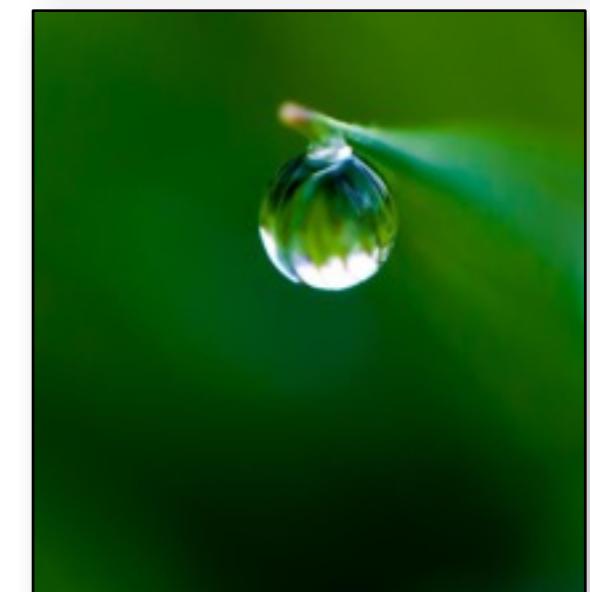
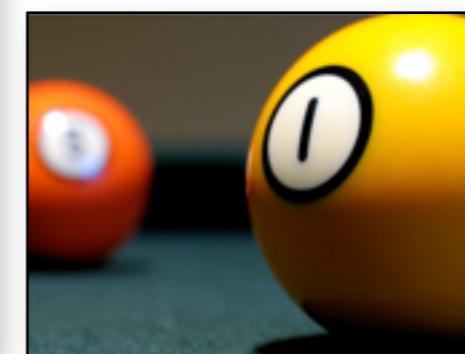
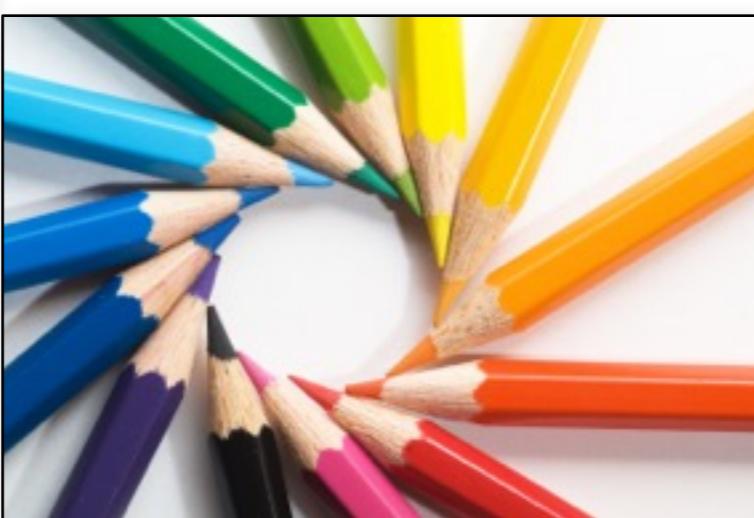
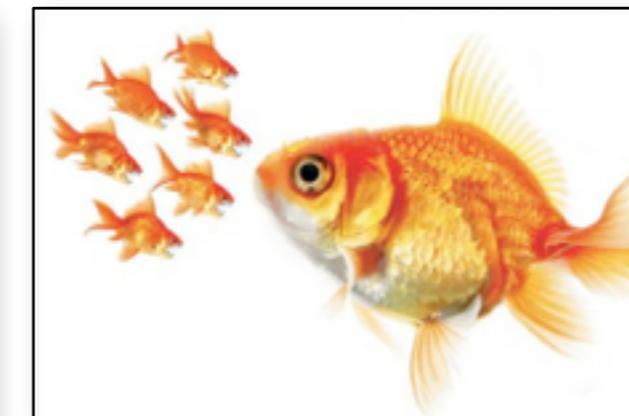
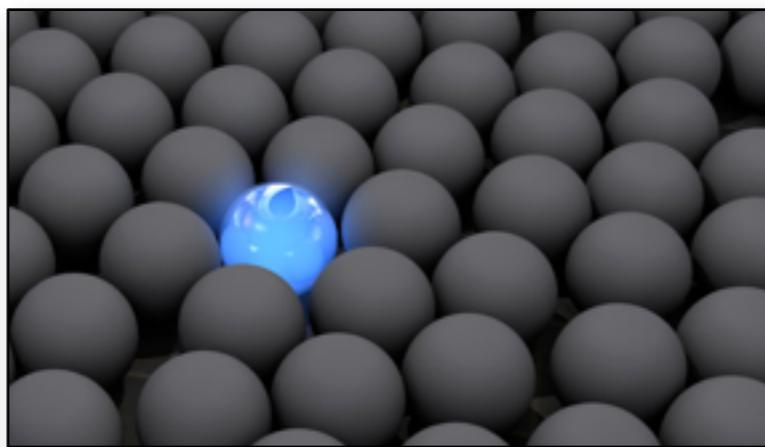


Simon Kallweit

Prof. Wojciech Jarosz
wojciech.k.jarosz@dartmouth.edu

Rendering Competition

- Sunday June 5th 11:30am
 - Submissions due **latest** by 9am on June 5th.
- Render a (nice) realistic image
 - evaluated on a combination of:
aesthetic appeal, technical difficulty, realism
- Theme: “Contrast”



Competition Judges

- Lorie Loeb (Dartmouth)
- Neel Joshi (Microsoft Research)
- Derek Nowrouzezahrai (University of Montreal)

Format

- 10-15 minute presentations + questions
 - motivation
 - connection to “Contrast” theme
 - techniques, technical challenges, solutions
 - final image
- Judges deliberate / snacks + drinks
- Award ceremony

Grand Prize

Generously donated by Microsoft!



Technical details

- We will use the computer in this room
- You can use Powerpoint/Keynote/PDF slides, your report website, or both during your presentation
 - could use presentation slides, but switch to webpage report to nicely show comparisons

The audience

- You will have 4 different audience members
 - the judges
 - me (not a judge, but will be grading)
 - other students in the class
 - other general audience members
- Keep these in mind when presenting

Grading

- Quality and delivery of your presentation counts towards the grade
- Clearly state your gradable features
- **It is your job to convince me that your implementations are correct through the validations you summarize in your presentation and detail in your report!**
- Modeled after peer reviewed research:
 - Explain to the reviewer what you did, and convince them they can trust your results
 - A reviewer typically doesn't test your implementation

Simon Kallweit - ETH (2015)



Tizian Zeltner - ETH (2015)



Benedikt Bitterli - ETH (2014)



Simon Kallweit - ETH (2014)



Romain Prévost - ETH (2012)

