TITLE

Deliverable 1: Final Year Dissertation

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# Abstract

How feasible is it to render 3D environments using ray marching in real-time?

Use ray marching optimisation techniques

Ray marching – lots of effects (ambient occlusion, hard or soft shadows, glow, fog) are free

To determine how feasible a real-time rendering of 3D environments using ray marching.

I, Solomon Baarda confirm that this work submitted for assessment is my own and is expressed in my own words. Any uses made within it of the works of other authors in any form (e.g., ideas, equations, figures, text, tables, programs) are properly acknowledged at any point of their use. A list of the references employed is included.

Signed:

Date:

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# Introduction

## Aims & Objectives

## Project Description

Is the topic meaningful, complex and challenging?

## Scope

# Literature Review

How relevant is the literature that is covered?

• Is there missing material?

• Is it well structured?

• Are good quality sources used and properly cited?

• How strong are the comparative and critical aspects?

• Is the literature review of an appropriate length?

## Evaluation

# Requirements Analysis

## Use Cases

## Requirements Specification

# Software Design

## Structure

## Technologies

# Evaluation Strategy

# Project Plan

## Design Methodology

## Legal, Ethical & Social Issues

A well-researched consideration of any Professional, Legal, Ethical, and Social Issues pertinent to the project. (e.g. codes of conduct (BCS), codes of practice, standards, computer law, ethical decision making, intellectual property, social aspects, copyright, data protection, and so on)

## Risk Analysis

## Timetable

# References

# Appendices