**ECE 588 – PROJECT PROPOSAL**

Project Name: Parallel Computation in Graphics Rendering (AND/OR) Rasterization

Engineer 1: Samant Yadnesh (ysamant@pdx.edu)

Engineer 2: Jacob Joel (jj8@pdx.edu)

Project Description:

What are we going to build?

What components are we using?

Papers & References:

1] A Sorting Classification of Parallel Rendering by Steven Molnar, Michael Cox, David Ellsworth, Henry Fuchs

**Link:** http://www.cs.cmu.edu/afs/cs/academic/class/15869-f11/www/readings/molnar94\_sorting.pdf

2] Parallel Rendering of Fast Graphics by Lei Sun

**Link:** <https://pdfs.semanticscholar.org/f467/283d38e4f992d1216e790ab153b807bc855f.pdf>

**3]** https://www.scratchapixel.com/lessons/3d-basic-rendering/rasterization-practical-implementation