

# Advanced Rendering Project Proposal

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## Realistic Modelling

- ▶ Model inner courtyard of university in detail
  - ▶ Fountain
  - ▶ Clock
  - ▶ Vegetation

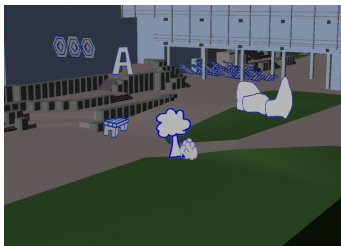


Figure: Possible Model Arrangement

## Image-Based Effects

- ▶ "Mandatory" Effects:  
Skybox & Normal  
Mapping
- ▶ Lens Flare, Blooming
- ▶ Screen Space Ambient  
Occlusion



Figure: SSAO

## Change to Non-Photorealistic Rendering

- ▶ Use a Cel-Shader as a contrast ...
- ▶ ... but at this point we don't want to spoiler too much

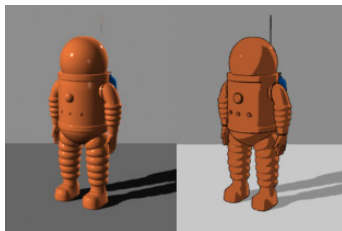


Figure: Cel-(or Toon-)Shader