Title: Radiosity - Analyzing the Effects of Number of Bounces

Team Names: Jonathan DiGiacomo, Alexander Longazo, Justin Sanny, Jake Therrien

Session: 2:00pm

Problem Description: Implement a radiosity system using the shooting method and investigate the effect of differing number of bounces has on the rendered image.

Algorithm or idea for solution: We will use the current renderer that was used for the homework and Visual Studio 2015. We will address the problem by updating the shading equation to implement the shooting variation of the progressive radiosity. We will likely use a tool, such as Maya, to assist with exporting the information for different objects to a readable file format.

Goal and expectation for presentation: For our presentation, we expect to present a final product that shows off the radiosity through an implementation of a scene. This scene would create the visual effects of radiosity through a predetermined setting. Lastly, we would present to the classroom audience our final outcome and explain the process, research, and thoughts that led us to the solution.

Citations:

http://www.siggraph.org/education/materials/HyperGraph/radiosity/overview\_1.htm

https://www.academia.edu/738011/The\_Radiosity\_Algorithm\_Basic\_Implementations

https://web.cs.wpi.edu/~matt/courses/cs563/talks/radiosity.html

http://www.eecs.umich.edu/courses/eecs487/W04/Lectures/radiosity.pdf

http://www.siggraph.org/education/materials/HyperGraph/radiosity/form\_factors\_by\_ray\_casting.htm

http://www.fsz.bme.hu/~szirmay/radiosit/node1.html