

Proposal

Arden Rasmussen

The primary goal of this independent study is to develop and understand the industry standard methods for computer graphics rendering. Specifically rendering techniques using path tracing.

I will develop a library that can be used by others that makes use of path tracing, and some additional advanced rendering techniques. The library should at a minimum be able to utilize path tracing to render a user defined scene.

I will meet with my supervisor weekly to discuss the progress that I have made, my performance will be evaluated at the end of the semester, based upon the code that I have written.

I will present a library, and write a paper on the process that I have learned about.

We will meet weekly, and be able to email each other if other situations arise.