

CS488 Project

June 21st, 2017
Pg 1

Hard Copy

- Tech outline
 - paragraph about how I am going to implement the objectives.

- References for how you are implementing

[10]

1..
2..
3..
10.. Reference

← Connect to text.

- web links are ok, but not too many.

- list of objectives

Particle swarm optimization

Open GL

Eg → ✓ Modeling the scene
Do this → ✓ UI

- one of these {
 - Texture Mapping
 - Bump Mapping
 - Perlin Noise
- ? ✓ Particle Systems } must be different
- ✓ Animation
 - key frame based
 - splines

- ✓ sound (synchronized)
- ✓ Static Collision Detection
- ✓ Dynamic Collision Detection
- ✓ Physics engine (several variables)
 - Reflection Map
- ✓ Motion Blur using...
- Transparency using...
- shadows using...

} must specify! And must be different.

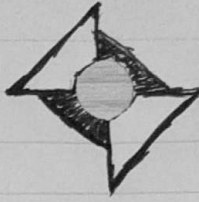
- L-systems
- lens flare
- cell shading

Invalid:

- Illumination
- Game logic
- AI
- Fog
- Anti-Aliasing (Open GL)

} add for Subjective.

Ray Tracing Objectives



- Primitives (two or three)
- Constructive Solid Geometry (CSG)
- Texture Mapping
 - perlin noise.
- Bump Mapping
- Reflection
- Refraction
- Caustics → (Illumination Map)
 - ↳ (k-d tree, photon mapping)
- Glossy Reflection / Glossy Transmission
- Path Tracing
- Anti-Aliasing (adaptive or not)
- Soft shadows
- Depth of field
- Motion Blur
- Radiosity (via ray-tracing)
- Final Scene
- Animation

Not Valid

- Multi-threading

Bonus

- web display of objectives
- Indicate extra objective of A4.