Team assignment of Computer Graphics 2016

1. Dithering: implement multiple (>=4) dithering algorithms
2. Drawing line and arc of a circle: Implement line and arc drawing algorithms, draw something using line and arc, such as your name, and save the result in an image.
3. Surface representation and display: read an OFF or OBJ file, display it in OpenGL with different shading models
4. Particle system and applications: spring, snowing and raining, etc.;
5. Mass-spring system: multiple spheres connected by spring, change the position of a sphere, show the animation of the system
6. Ray tracing;
7. Multi-resolution Analysis, Wavelet and Image Compression: use Haar transform;
8. Image Features: Image edge detection and corner detection;
9. Bilateral Image filtering