A Proposal for Rendering Beautiful Liquids

Ben West & Jonathan Wrona

I. Summary of Technical Problem

We are proposing the implementation of refraction and reflection combined with subsurface scattering to produce realistic looking liquids. We may also add photon mapping in order to render caustics, as well as depth of field and dust to increase the quality of the output image.

II. Relevant Research Papers

III. Methods of Testing

IV. Assignment Timeline

V. Conclusion

This section summarizes the paper.

References

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