2018 projects

**CS 580 Project Presentations 12 minutes per presentation**

**Tues Nov 27, 2018 12:30pm session**

Water Effect

Ruoyu Wang, Xufeng Wu, Ruihao Chen 12:30

Procedural Tree Generation using Space Colonization

Arshea Bimal, Martin Micklethwaite, Rahul Ranjan Pradhan, Thaddaeus Voss 12:42

Cel Shading Techniques

Joe Wise, Divyanshu Bhardwaj, Renu Hiremath 12:54

Pseudo-realistic Ocean Waves Simulation

Chaitanya Shah, David Mohrhardt, Stuti Rastogi, Vritvij Kadam 1:06

Radiosity Rendering

Leiyu Chen, Jiajun Shen, Xiangchen Zhao, Xuan Tang 1:18

Real-time water rendering

Bochang Wu, Xiangyu Wang, Yansen Sheng 1:30

**CS 580 Project Presentations 12 minutes per presentation**

**Tues Nov 27, 2018 2:00pm session**

Environment Mapping

Xun Yang, Songyue Huang, Ye Liu, Xinlin Pan 2:00

Dynamic Sunlight and Shadow

Jiayu Li, Run Wang, Ruiwen Liang 2:12

Real-Time Image-Based Reconstruction

Danyong Zhao, Zeng Huang, Yihao Wang, Yuet Ying Christina Wang 2:24

Raycast rendering with BSP tree

Juan Du, Hanchao Liu, Qing Liu, Jiayi Ren 2:36

Radiosity - Analyzing the Effects of Number of Bounces

Jonathan DiGiacomo, Alexander Longazo, Justin Sanny, Jake Therrien 2:48

Ray Casting for meshes

Yuwei Shi; Yiran Zheng; Weibin Wu; Dario Ceblano 3:00

**CS 580 Project Presentations 12 minutes per presentation**

**Thurs Nov 29, 2018 12:30pm session**

Metal Container Placed on Chessboard

Shan Wang, Yifan Liu, Haiming Xu, Mengyuan Chen 12:30

Trees

Josh Bollar, Yi Lu, Yu-Shan Chuang, Jihoon Jang 12:42

Ray Tracing with BSP Tree

Chia-Feng Lin, Yuemeng Zhang, Guanhong Long 12:54

Toon Shading for 3D Character Model

Xinyu Shao, Yuni Zhang, Jiahe Tian 1:06

Water Simulation

Po-Hsun Chen, Ting-Chien Chang, Zihang Qi, Songhua Liu 1:18

NA

1:30

**CS 580 Project Presentations 12 minutes per presentation**

**Thurs Nov 29, 2018 2:00pm session**

Photon Mapping and Approximations

Jianyang Zhang, Xuyang Wang, Xuan Zhuang, Yufei Zhang 2:00

Global Illumination implemented by Voxel Cone Tracing

Shuo Cong, Huiwen Luo, Lingyu Wang 2:12

Procedural Texture File Generator

Anthony Asuquo, Celia Chen, Hector Curi, Sathyam Vellal 2:24

Image segmentation and blending for generating texture of 3D face model

Xi Chen, Yue Sun, Nan Zhang, Xinglei Ren 2:36

Non-photorealistic rendering

Guangzhao Feng, Yichu Hsu, Anming Zhou, Han Zhang 2:48

NA

3:00