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

**Tues Nov. 30, 2010 12:30pm session**

20 – Radiosity implementation using light gathering  
Rejah Anuvar, Abhijit Pansare, Ajay Kadus, Ambrish Tendulkar  
[anuvarab@usc.edu](https://my.usc.edu/wp/student/ViewDetail.do?uscpvid=scmd7fq2), apansare@usc.edu, kadus@usc.edu, atendulk@usc.edu

24 – Botanical Simulation Tool   
Saima Aman, Kshitika Bagaria, Deepti Bhasin, Elizabeth Smit   
[saima.aman@usc.edu](mailto:saima.aman@usc.edu), [bagaria@usc.edu](mailto:bagaria@usc.edu), [dbhasin@usc.edu](mailto:dbhasin@usc.edu), esmit@usc.edu

25 – Dynamic Simulation of Splashing water  
Sean Boocock, Hashem Alayed, Mohannad Aldughaim  
[boocock@usc.edu](mailto:boocock@usc.edu), [alayed@usc.edu](mailto:alayed@usc.edu), [aldughai@usc.edu](mailto:aldughai@usc.edu)

26 – 3D Non-Photo Realistic Rendering  
Shweta Viswanathan, Syeda Ramish Hashmi, Zheng Yin   
[shwetavi@usc.edu](mailto:shwetavi@usc.edu), [shashmi@usc.edu](mailto:shashmi@usc.edu), [zyin@usc.edu](mailto:zyin@usc.edu)

30 – Rendering 3D Chinese Painting with a Single Image with Symmetry Architecture  
Chien-Ling Huang, Chih-Ying Wei, Tzu-Chi Wang, Xuanzi Han  
[chienlih@usc.edu](mailto:chienlih@usc.edu), [chihyinw@usc.edu](mailto:chihyinw@usc.edu), [tzuchiwa@usc.edu](mailto:tzuchiwa@usc.edu), [xuanziha@usc.edu](mailto:xuanziha@usc.edu)

41 – Photon Mapping  
Gurdeep Gahir, Anshul Pundir, Samuel Yung  
[gahir@usc.edu](mailto:gahir@usc.edu), [pundir@usc.edu](mailto:pundir@usc.edu), [samuelyy@usc.edu](mailto:samuelyy@usc.edu)

**Tues Nov. 30 2010 2:00pm session**

1 – Title: Ambient Occlusion Shading  
Jonathan Culp, Yuan Wang, Yanan Guo, Qingxin Ye  
[wang89@usc.edu](mailto:wang89@usc.edu), [jculp@usc.edu](mailto:jculp@usc.edu), [yananguo@usc.edu](mailto:yananguo@usc.edu), [qingxiny@usc.edu](mailto:qingxiny@usc.edu)

4 – Phong Tessellation  
Charles Gao, Hussain Penwala, Neelesh Savalani, Steven Wenzke   
[charlezg@usc.edu](mailto:charlezg@usc.edu), [penwala@usc.edu](mailto:penwala@usc.edu), [savalani@usc.edu](mailto:savalani@usc.edu), [wenzke@usc.edu](mailto:wenzke@usc.edu)

8 – Fluid Rendering Using Smooth-Particle Hydrodynamics and Marching Cubes  
James Lammlein, Vishak Nag Ashoka, Shyaam Sundaresan Nagarajan, Pradeep Chandrasekar   
[jlammlei@usc.edu](mailto:jlammlei@usc.edu), [ashoka@usc.edu](mailto:ashoka@usc.edu), [shyaamsu@usc.edu](mailto:shyaamsu@usc.edu), pradeepc@usc.edu

10 – Curved Surfaces  
Kaveh Shahabi, Ali Khodaei, Nima Najafian   
[kshahabi@usc.edu](mailto:kshahabi@usc.edu), [khodaei@usc.edu](mailto:khodaei@usc.edu), [najafian@usc.edu](mailto:najafian@usc.edu)

11 – Procedural City Models  
Aadarsh Patel, Bryan Duran, Narendra Umate   
[aadarshp@usc.edu](mailto:aadarshp@usc.edu), bryandur@usc.edu, umate@usc.edu

38 – “Non-Photorealistic Rendering (NPR) shading techniques  
Debolina Bandyopadhyay, Michael Hsu, Rishi Vora, Shweta Hemdev   
[dbandyop@usc.edu](http://www.google.com/url?q=https%3A%2F%2Fmy.usc.edu%2Fwp%2Fstudent%2FViewDetail.do%3Fuscpvid%3Dsctb5wr7&sa=D&sntz=1&usg=AFQjCNHdnWgzwFlzlgjsUA8okZwf24mONw), hsu2@usc.edu, rishivor@usc.edu, hemdev@usc.edu

**Thurs Dec. 2, 2010 12:30pm session**

2 – Fluid Animation  
Yufeng Zhu, Tai An, Jianfeng Ye  
[yufengzh@usc.edu](mailto:yufengzh@usc.edu), [taian@usc.edu](mailto:taian@usc.edu), [jianfeny@usc.edu](mailto:jianfeny@usc.edu)

3 – Collision Detection  
Chen Xu, Wenting Deng, Xun Fan, Qi Li  
chenxu@usc.edu, wentingd@usc.edu, xunfan@usc.edu, [qli1@usc.edu](mailto:qli1@usc.edu)

5 – Volume Rendering by Ray Casting  
Recep Doga Siyli, Puimek Gunatilaka, Alp Hancioglu   
[siyli@usc.edu](mailto:siyli@usc.edu), [pgunatil@usc.edu](mailto:pgunatil@usc.edu), [hanciogl@usc.edu](mailto:hanciogl@usc.edu)

9 – Collision Detection in Animation and Optimization  
Mingshuai Gu, Xianzhe Ma, Wenxun Li, Chang Sun  
[mingshug@usc.edu](mailto:mingshug@usc.edu), [maxianzhe@gmail.com](mailto:maxianzhe@gmail.com), [wenxu.lily@gmail.com](mailto:wenxu.lily@gmail.com), [sun1@usc.edu](mailto:sun1@usc.edu)

12 – High Dynamic Range rendering  
Yu-Sheng Lee, Andy Chang, Chih-Hao Huang, Meng-Pan Hsieh   
[yushengl@usc.edu](mailto:yushengl@usc.edu), [andybcha@usc.edu](mailto:andybcha@usc.edu), [chihhaoh@usc.edu](mailto:chihhaoh@usc.edu), mengpanh@usc.edu

18 – Creating a Procedural City  
James Reinebold, Samuel Woo, Chris Mangus, Joel Jurik  
[reinebol@usc.edu](mailto:reinebol@usc.edu), [samuelcw@usc.edu](mailto:samuelcw@usc.edu), [mangus@usc.edu](mailto:mangus@usc.edu), [jurik@usc.edu](mailto:jurik@usc.edu)

19 – Conflicting Visual Cues  
Eric Shieh, Matt Brown, Scott Alfeld  
eshieh@usc.edu, matthew.a.brown@usc.edu, [salfeld@usc.edu](mailto:salfeld@usc.edu)

**Thurs Dec. 2, 2010 2:00pm session**

21 – Exploration on use of Fractals in 3D modeling  
Vasudev Rajan, Vairavan Laxman, Arun Lalam, Vinuth Giri  
[vasudevr@usc.edu](mailto:vasudevr@usc.edu), [laxman@usc.edu](mailto:laxman@usc.edu), [lalam@usc.edu](mailto:lalam@usc.edu), vgiri@usc.edu

37 – Displacement Mapping with Subdivision Surfaces and Procedural Textures  
Akshay Sridharan, Mansi Mehra, Shardul Oza, Tushar Kulkarni  
[akshayks@usc.edu](mailto:akshayks@usc.edu), [mmehra@usc.edu](mailto:mmehra@usc.edu), [shardulo@usc.edu](mailto:shardulo@usc.edu), tkulkarn@usc.edu

39 – Spherical Harmonics using WebGL  
Amish Shah, Rohit Kotian, Vibhav Agaskar, Akshay Hegiste   
[amishsha@usc.edu](mailto:amishsha@usc.edu#_blank), rkotian@usc.edu, [agaskar@usc.edu](mailto:agaskar@usc.edu#_blank), [hegiste@usc.edu](mailto:hegiste@usc.edu)

44 – Mosaic Style Non-photo Realistic Rendering  
Tobias Flach, Luis D. Pedrosa, Hiral Patel, Elnaz Nouri   
[flach@usc.edu](mailto:flach@usc.edu), luis.pedrosa@usc.edu, hiralpat@usc.edu, enouri@usc.edu

45 – Watercolor Shading  
Cameron Alston, Jerry Lin, Tina Tian, Jae young Bang  
[calston@usc.edu](mailto:calston@usc.edu), [jerrylin@usc.edu](mailto:jerrylin@usc.edu), [tina.tian1987@gmail.com](mailto:tina.tian1987@gmail.com), jaeyounb@usc.edu