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## **Abstract**

*Replace this text with your abstract.*

**Keywords:** *Report, Technical report, template, IVC*

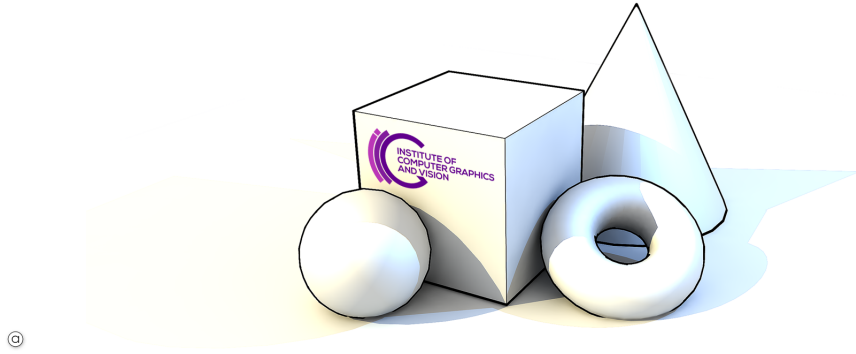


Figure 1: Overview. (a) Always provide a good caption in short, comprehensive sentences. The reader should understand your paper just by looking at the figures and the captions.

## 1 Introduction

Computer graphics, a field that is both diverse and fascinating, has significantly transformed the way we interact with technology today. This paper will explore the fundamental concepts of computer graphics, including rendering, modeling, and animation. We will also discuss the latest advancements in this field and their implications for the future. Our goal is to provide a comprehensive overview of computer graphics, making this complex field accessible to all readers, regardless of their technical background.

## 2 Related Work

Photorealistic rendering of blur has become a topic of great interest. In photography and film production, the blur that is produced from scene elements outside the depth of field often has a specific character and is, in this context, referred to as bokeh [2]. Also, don't forget to cite the awesome work of Roe et.al. [3], which extends previous approaches [1,4].

## 3 Method

Our system ...

## References

- [1] Richard Everyman, Mary Major, Joe Bloggs, and Jane Roe. Can a Machine Frobnicate? In *Proc. International Foo Filter Symposium*, 2014. 1
- [2] Xianrui Luo, Juewen Peng, Ke Xian, Zijin Wu, and Zhiguo Cao. Bokeh rendering from defocus estimation. In *Proc. European Conf. on Computer Vision (ECCV)*, pages 245–261. Springer, 2020. 1
- [3] John Roe and Jane Doe. The Frobnicatable Foo Filter and its Applications. In *Proc. Conference on Frobnication*, 2017. 1
- [4] John Smith. Frobnication Tutorial. *Journal of Theoretical Foo Filters*, 12(4):23–42, 2014. 1