Unity Gaussian Splatting Toolkit Senior Design Project

Team

This is a solo project authored by Kaleb Wells.

Roles

Kaleb Wells will handle all project work solo.

Meetings

There are no team meetings due to this being a solo Project.
Adviosor meetings will happen at least bi-weekly during office hours.

Project Focus

The project will be focused on improving the use of Gaussian Splats in the Unity Game engine.
There exists Gaussian Splat renders for the game engine but they have room to grow in terms of feature and functionality.
These ares of growth include:
- Correct multi-splat occlusion
- Dynamic shadows
- Color grading/correction
- 4D Gaussian Splatting (Gaussian Splat Video)
- Consistant and satisfying UI

Advisor Approval

Name \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
Signature \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\