CS 563 Advanced Topics in Computer Graphics
Project Discussion

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Project

- Ideas:
  - Stanford Rendering Contest (17 years, over 100 projects)
  - UCSD Rendering contest
  - Renderer galleries (PBRT, PBRT forks, Renderman, etc)
- Can start with Monkey-see, Monkey do
- Then pick one or two scene aspects to drill down
- Rendering (See my links page)
  - Modeling
  - Geometry
  - Lighting
  - Materials
  - Textures

Proposal

- Goal: photorealism. Don’t care how long/GPUs
- Model a scene: implement at least one new effect (subsurface scattering, interference, weathering, etc)
- Must use class ray tracer
- Write-up:
  - Theme
  - Sources vs. What effect you implemented
  - How will you do parts? Modeling, texturing, lighting, etc
  - What will your final demo look like?
- Final submission: Website write-up, slides (talk)
- March 31st: Bring hard copy proposal + talk slides
- Sample proposals from previous years?

References

- Robert Martin, CS 563 presentation on Light sources, Spring 2007
- Matt Pharr, Greg Humphreys “Physically Based Rendering”, Chapter 13