



3D Graphics Project

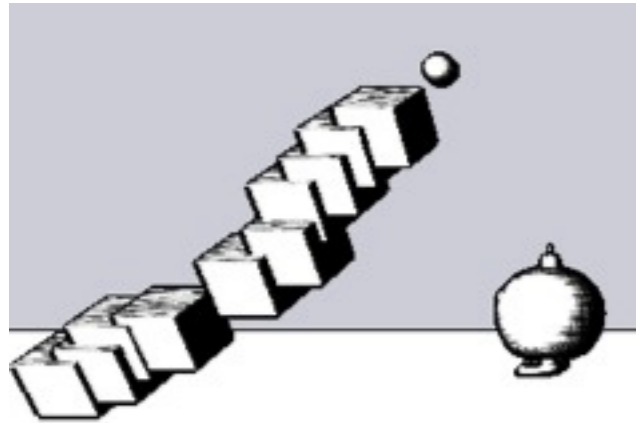


Michael Doggett
Department of Computer Science
Lund university

3D Graphics Project

- Esteemed jury:
 - Andreas Alptun, Illusion Labs
 - Jim Winberg, Illusion Labs
 - Tomas Akenine-Möller, Intel Lund & Lund University
 - Jon Hasselgren, Intel Lund
 - Jim Rasmusson, Ericsson Research

3D Graphics Projects

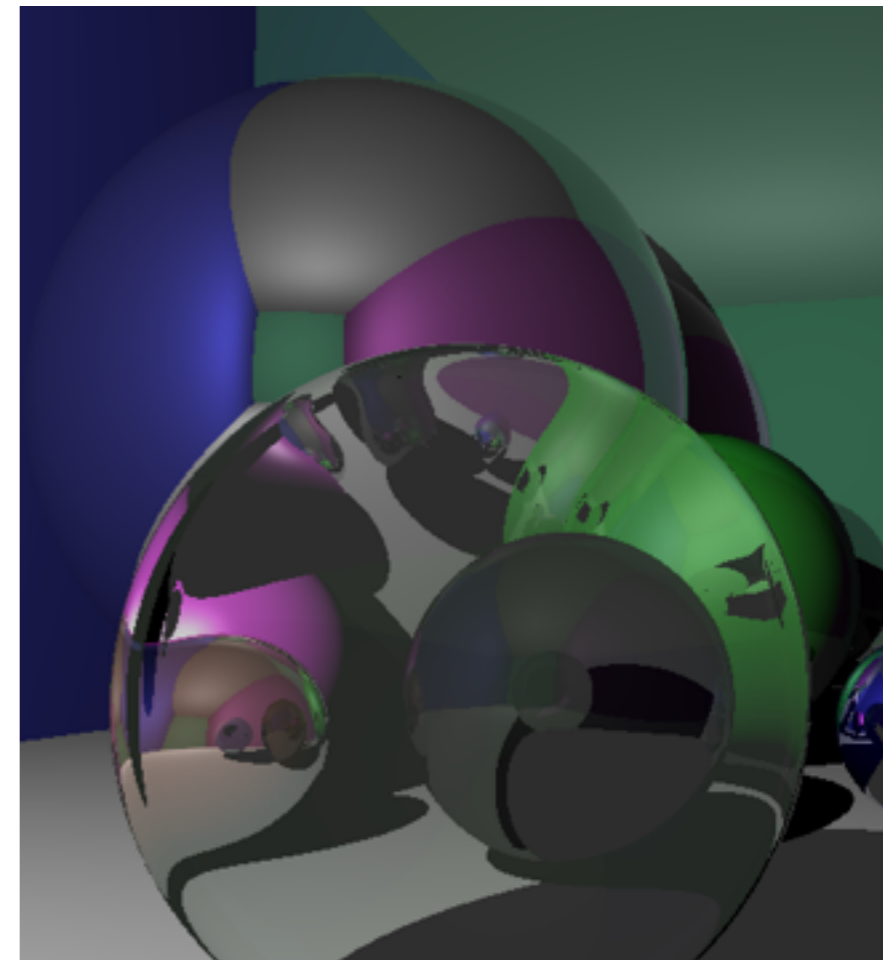


Real-time Hatching

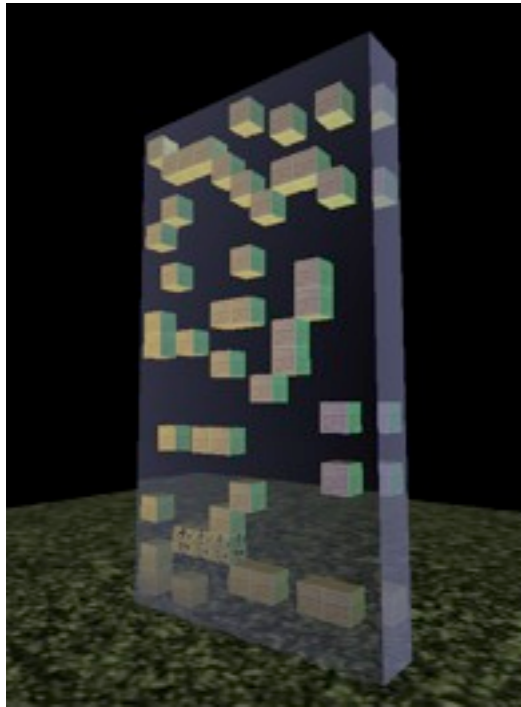
Rasmus Sundberg and Christoffer Malmberg

Real-time Ray Tracing

Per Ganestam and Gustaf Petersson



3D Graphics Projects



3D Tetris

Chenxin Zhang and Johan Löfgren



LightBall

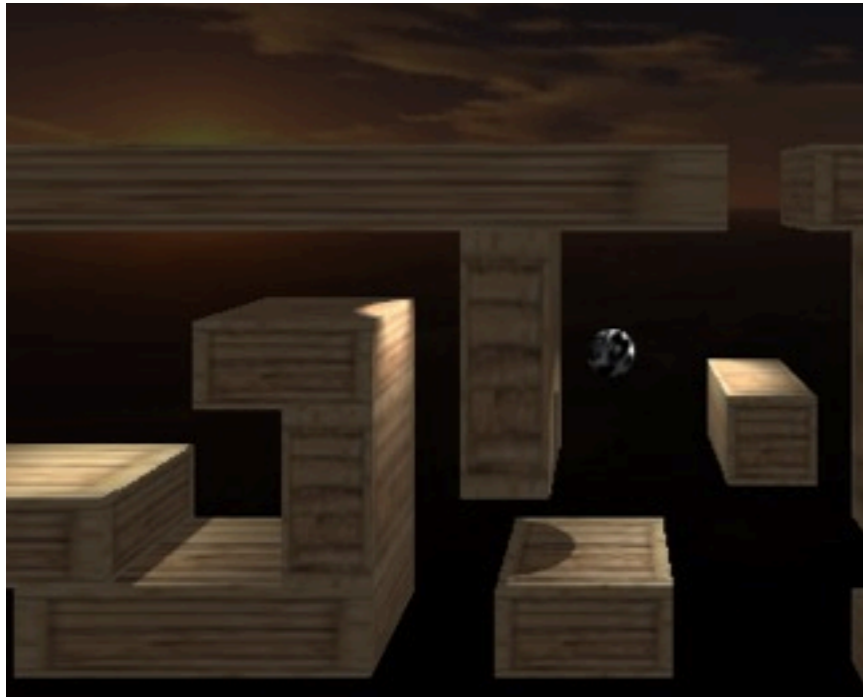
Magnus Wihlborg and Jonas Rosenquist



JewelDrop on iPad!

Peter Delmeby and Chao Chen

3D Graphics Projects



JumpBall

Dennis Axelsson and Mattias Ljunge

The Game 2

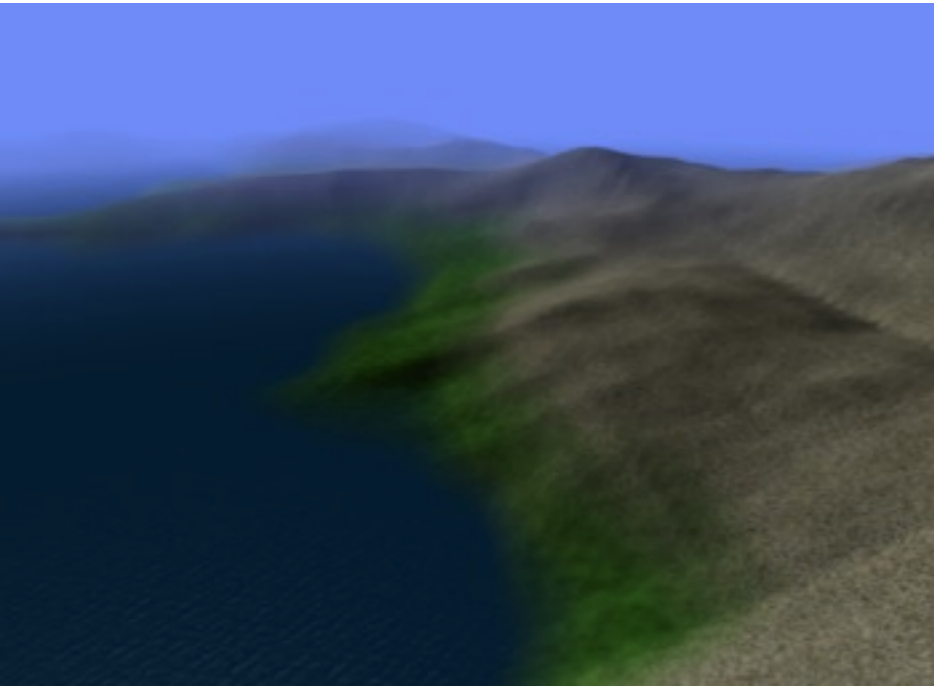
Jens Boström and Olle Landin



Ambient Occlusion

John Wildt, Daniel Markl and Daniel Borgehammar

3D Graphics Projects

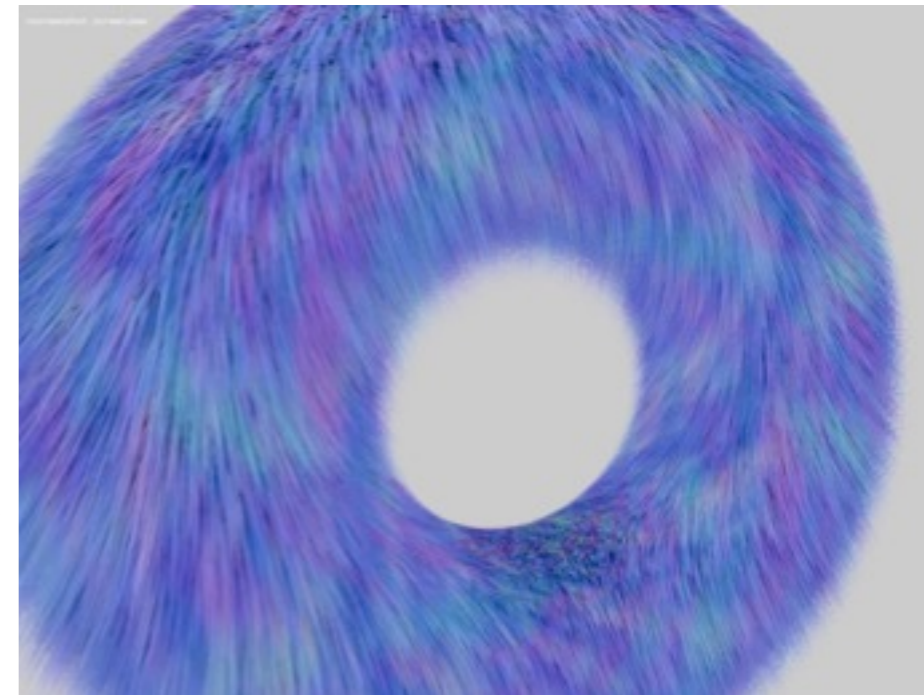


Terrain Generation

Snild Dolkow and Jon Sturk

Bloom, Fur, DOF, SSAO

Cem Eliyürekli, Daniel Gustafsson and Marcus Wennermark



Frosty and the Flamethrowers

John David Olovsson and Einar Holst

Michael Doggett

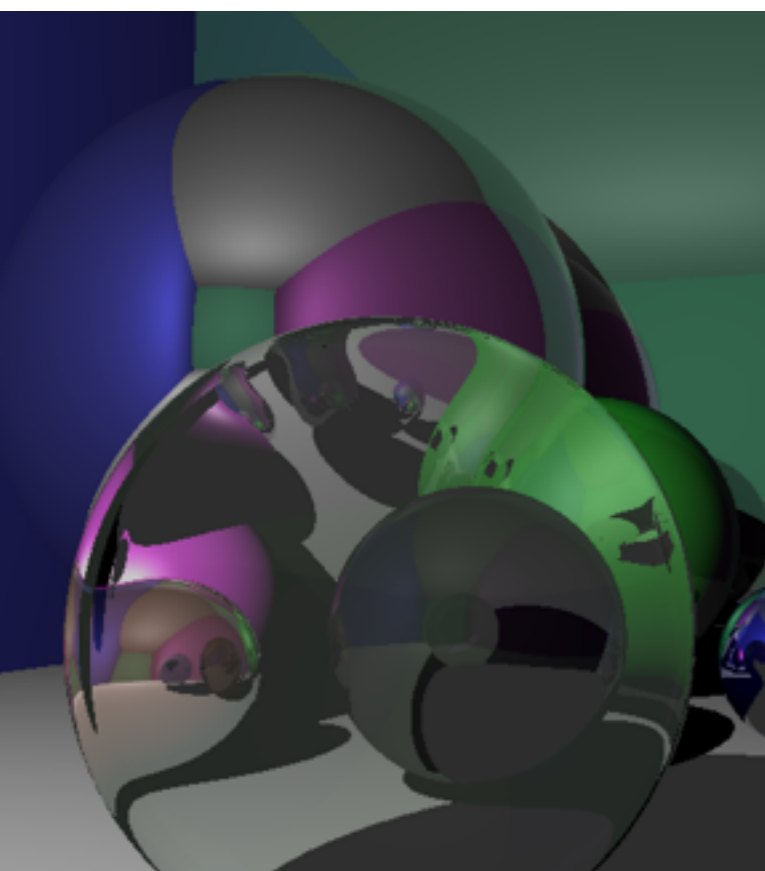
3D Graphics Projects

Honourable Mentions



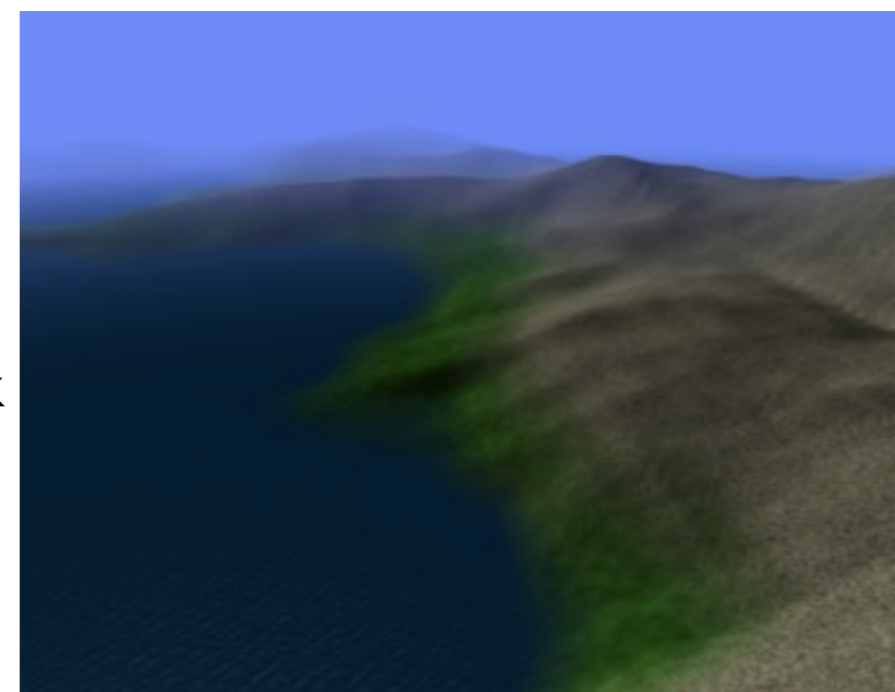
JumpBall

Dennis Axelsson and Mattias Ljunge



Real-time Ray Tracing

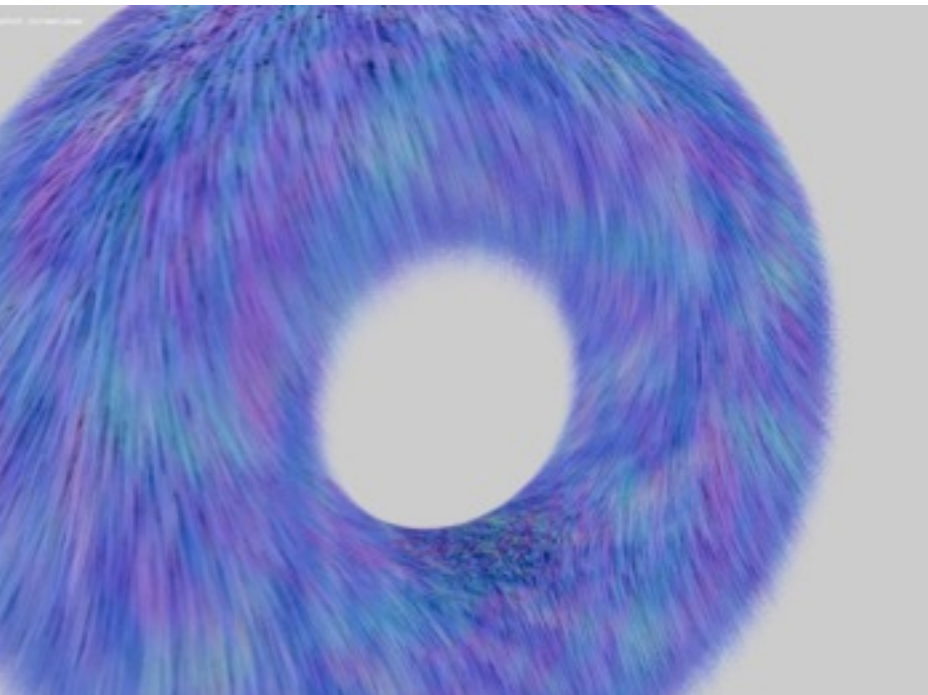
Per Ganestam and Gustaf Petersson



Terrain Generation

Snild Dolkow and Jon Sturk

3D Graphics Projects



1st Place

Bloom, Fur, DOF, SSAO

Cem Eliyürekli, Daniel Gustafsson and Marcus Wennermark

2nd Place

Frosty and the Flamethrowers

John David Olovsson and Einar Holst

