

3D Graphics Projects

Esteemed Jury:

Jacob Munkberg - Intel and EDA221 lecturer (Chairman)

Marcus Dawson, Illusion Labs

Andreas Alptun, Illusion Labs

Jonas Gustavsson, Sony

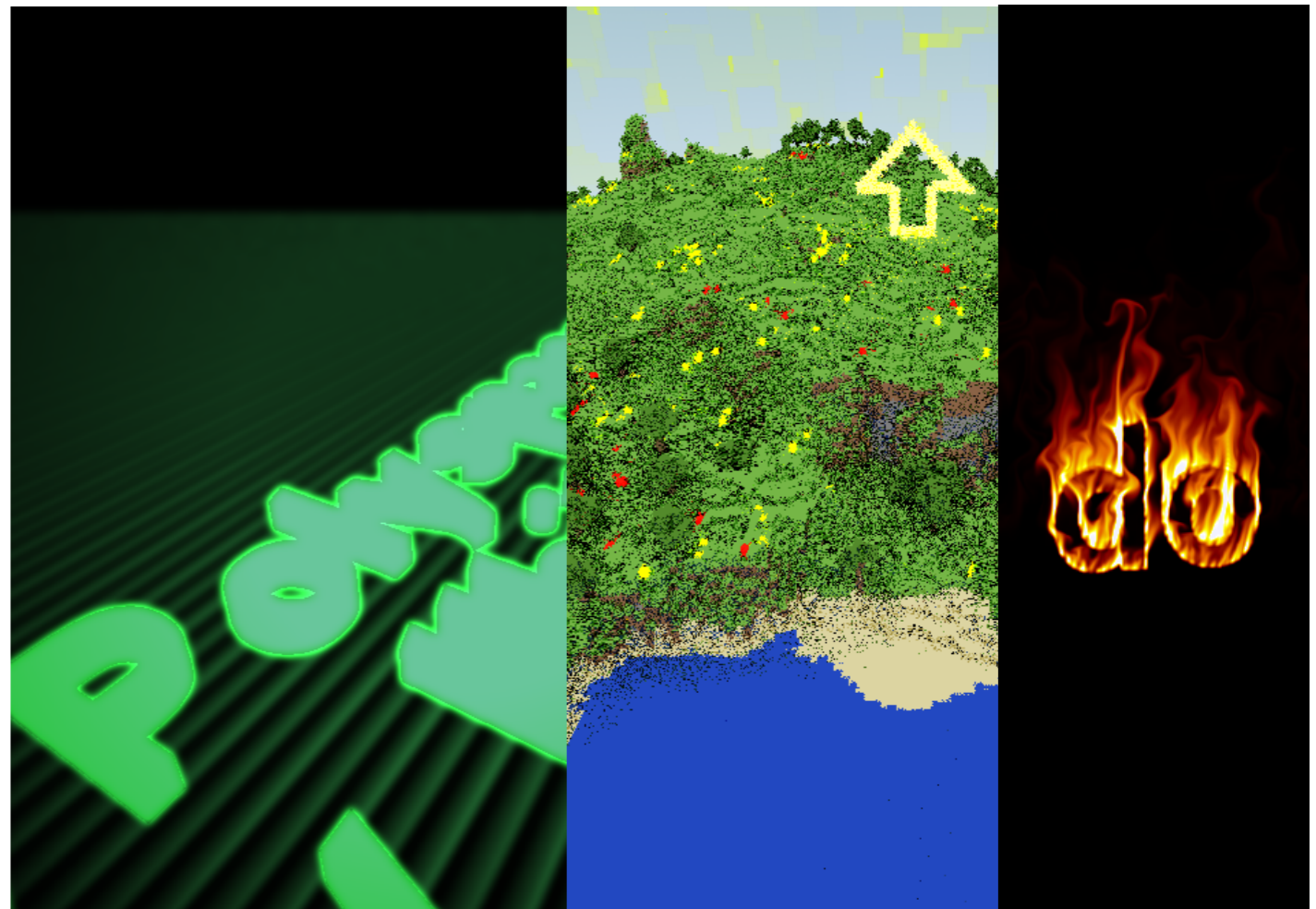
3D Graphics Projects



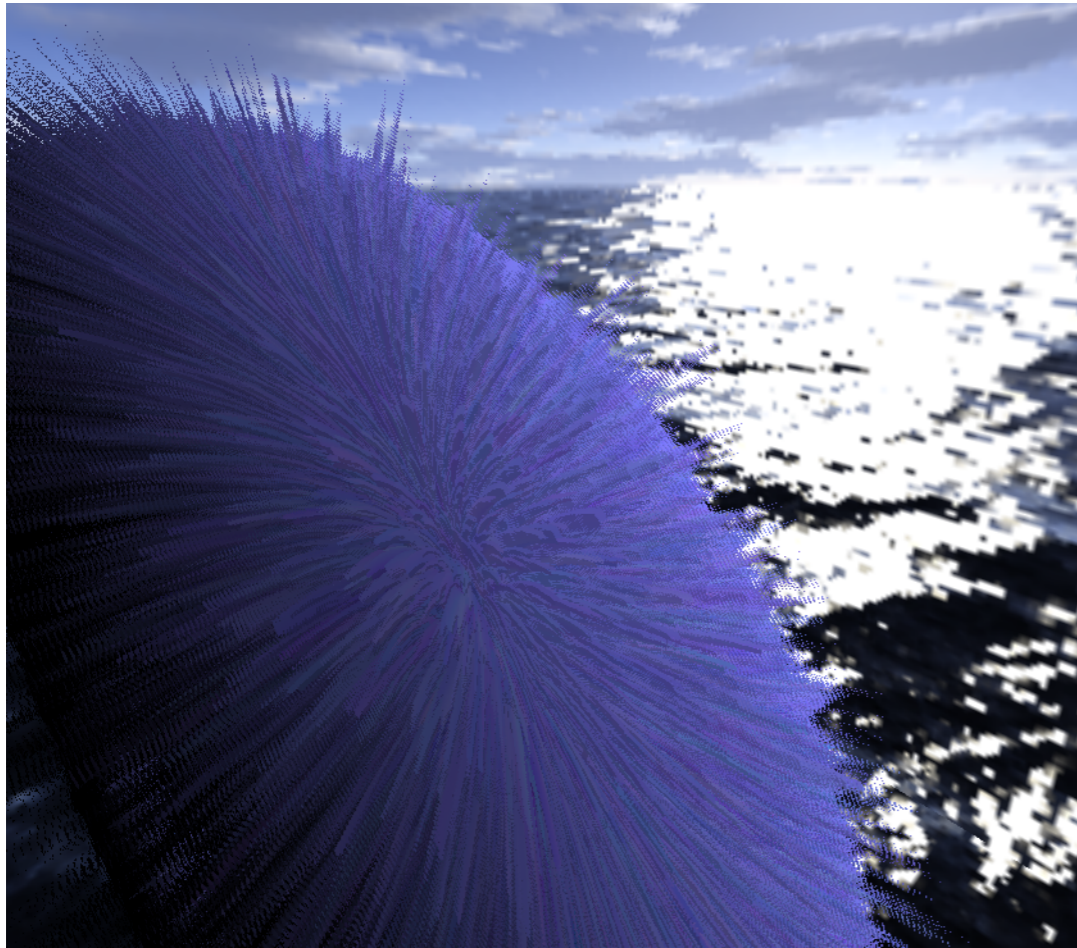
Depth of Field (DOF)

Filip Nilsson and Philip Ljungkvist

Polyspasm
Jesper Öqvist



3D Graphics Projects

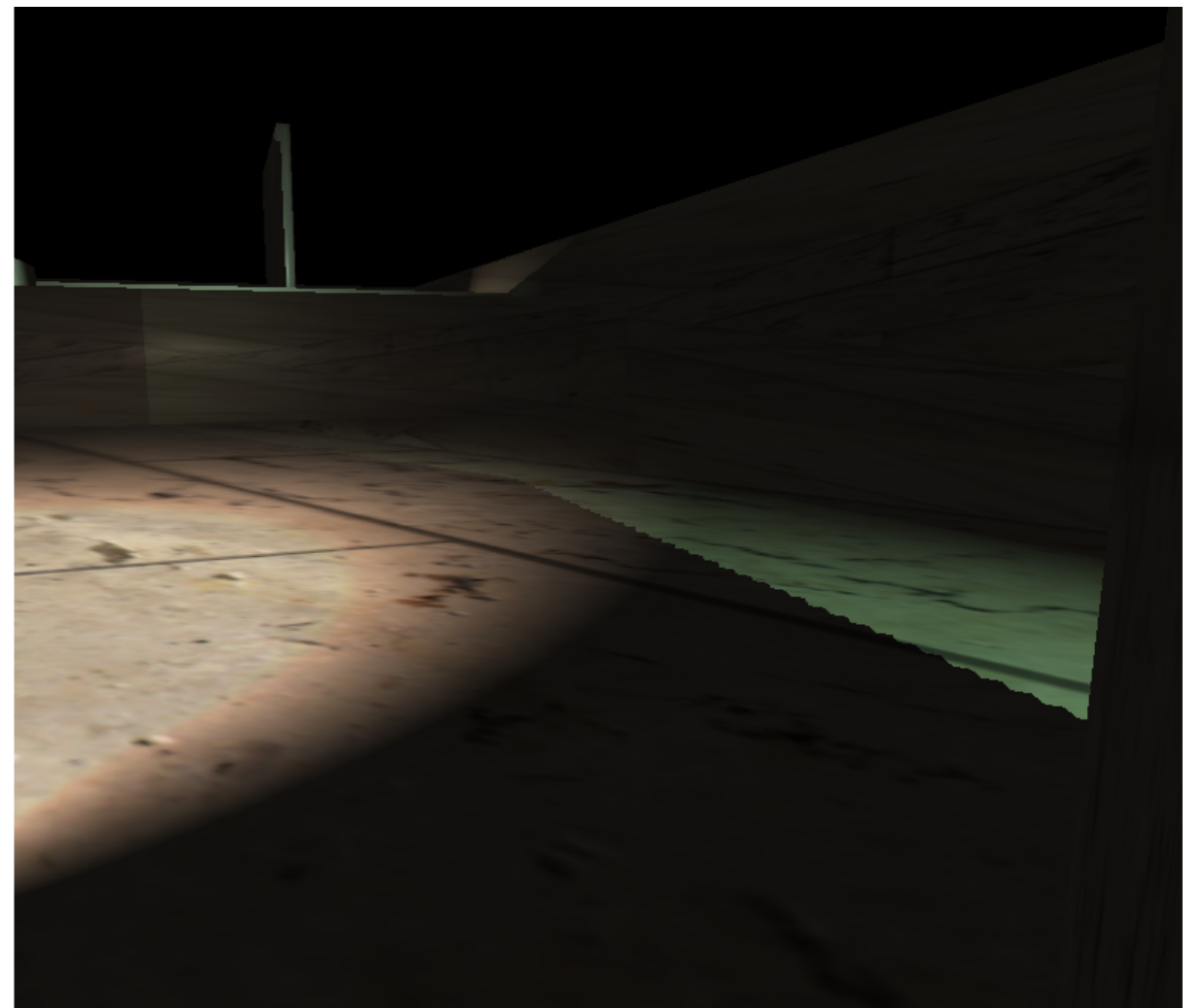


Fur rendering

Rasmus Persson and Khanh Nguyen

Variance Shadow Mapping

Max Åkesson



3D Graphics Projects

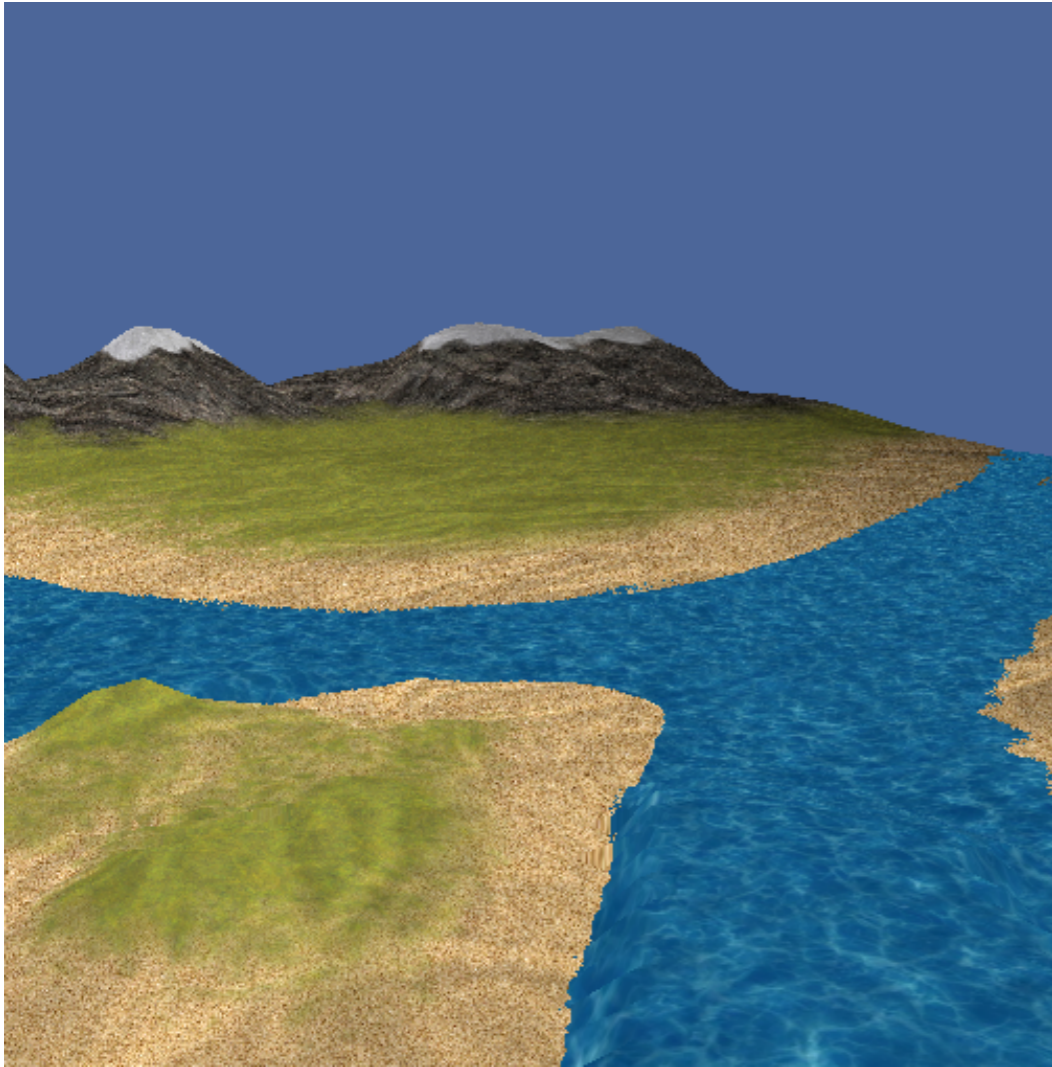


Rectilinear Texture Warping
(RTW) Shadow Mapping
Bjarke V. Grøn and Jon K. Sorensen



SSAO and Post-Process Filtering
Braden C. Anderson and Jakob Grundström

3D Graphics Projects



Terrain Rendering using Tessellation
Bogdan Shkola and Max Wüstehube



Reflective Variance Shadow Maps
Gustaf Waldemarson and Oguz Taskin