

Competition Jury

- Marcus Dawson, Illusion Labs
- Valdemar Roxling, Illusion Labs & 2015 winner
- Jon Hasselgren, Nvidia Research
- Gustaf Waldemarson, ARM & 2012 winner
- Mattias Gustafsson, 2016 2nd place

Projects

1. Fracture - Daniel & Tom

2. Snow - Vilhelm & Magnus

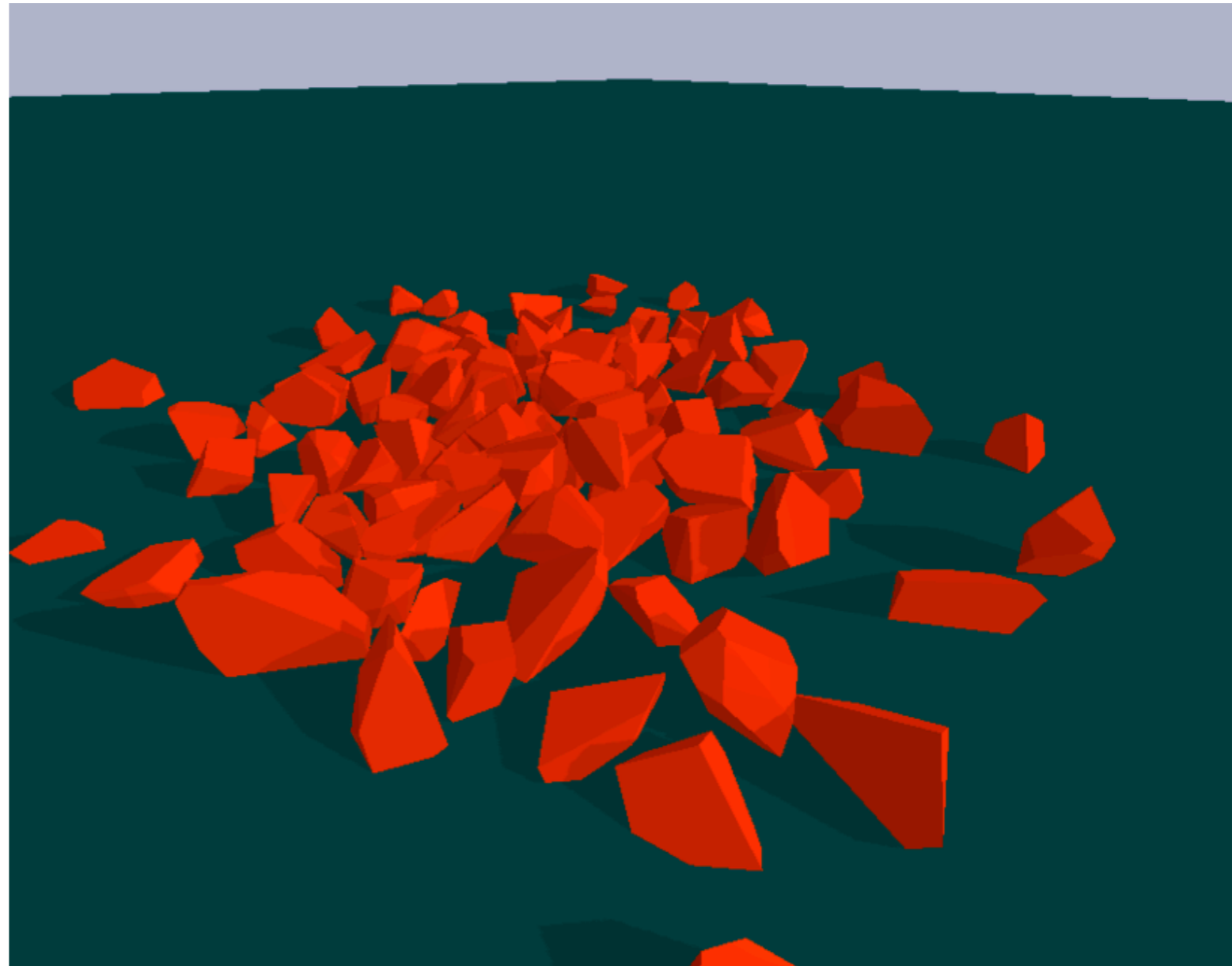
3. Snow - Johan & Dennis

4. 2D Fire - Erik & Christian

5. TAA - Christian

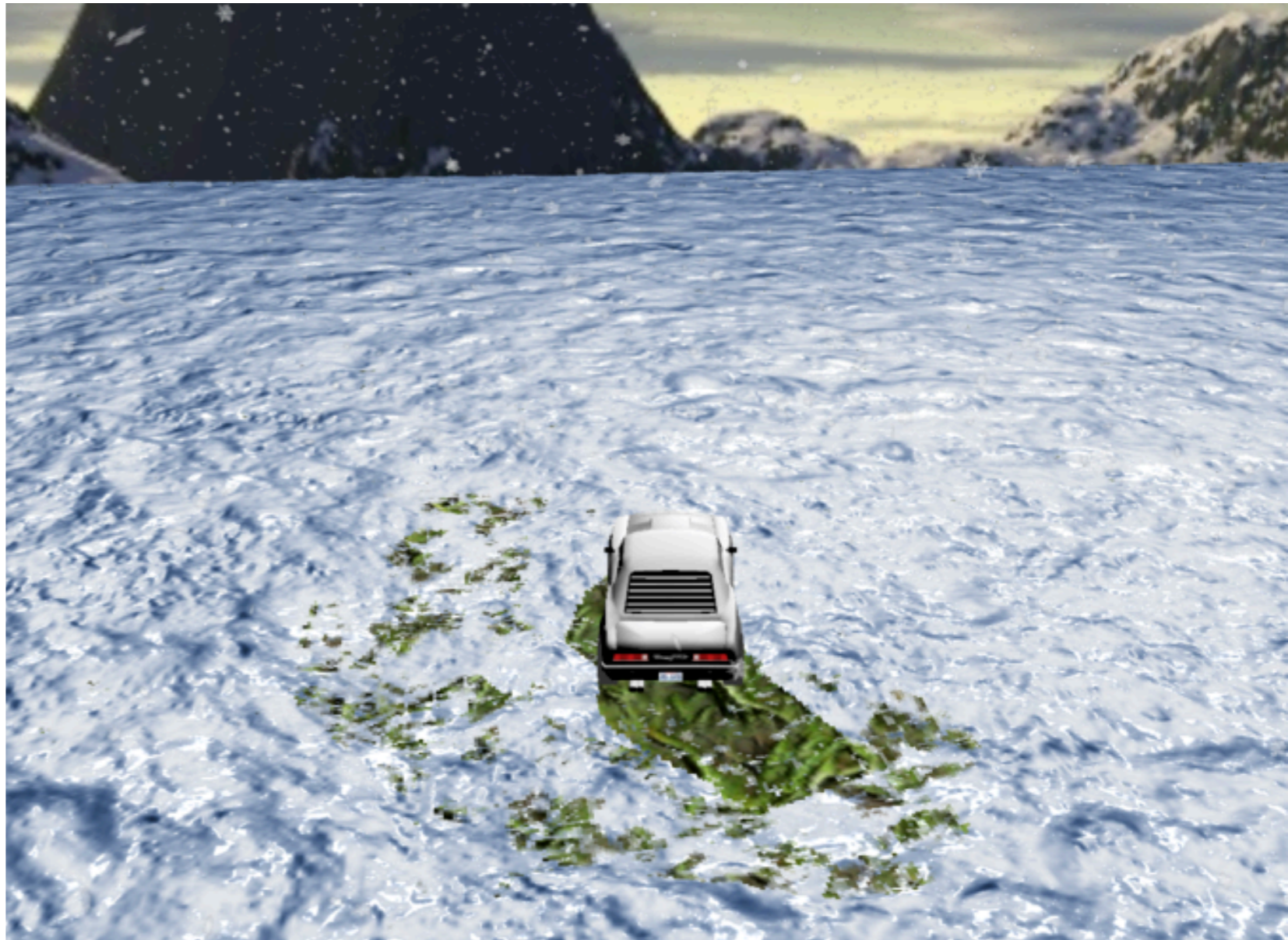
6. GL4 Terrain - Christopher & Daniel

7. MC Terrain - David & Olle



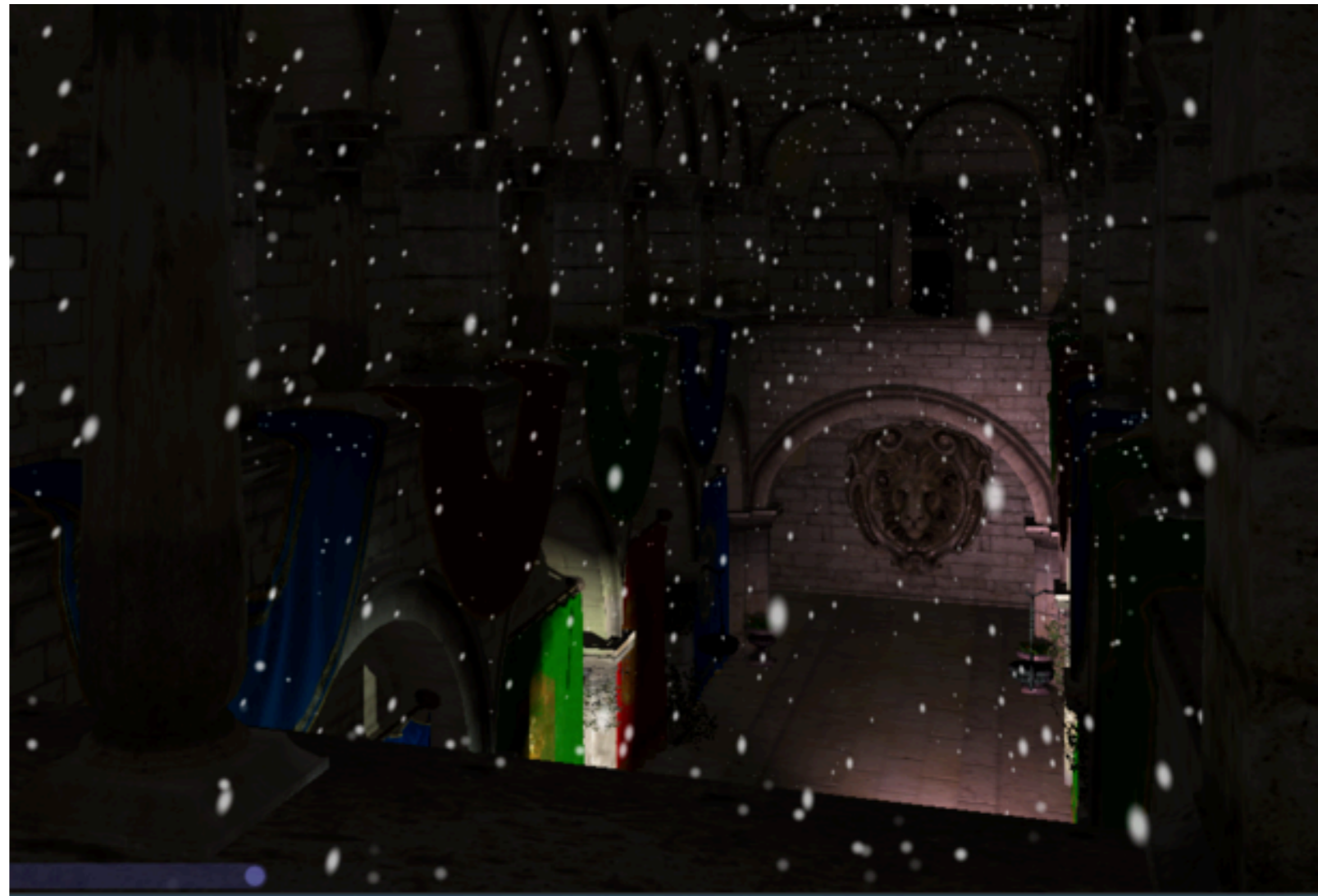
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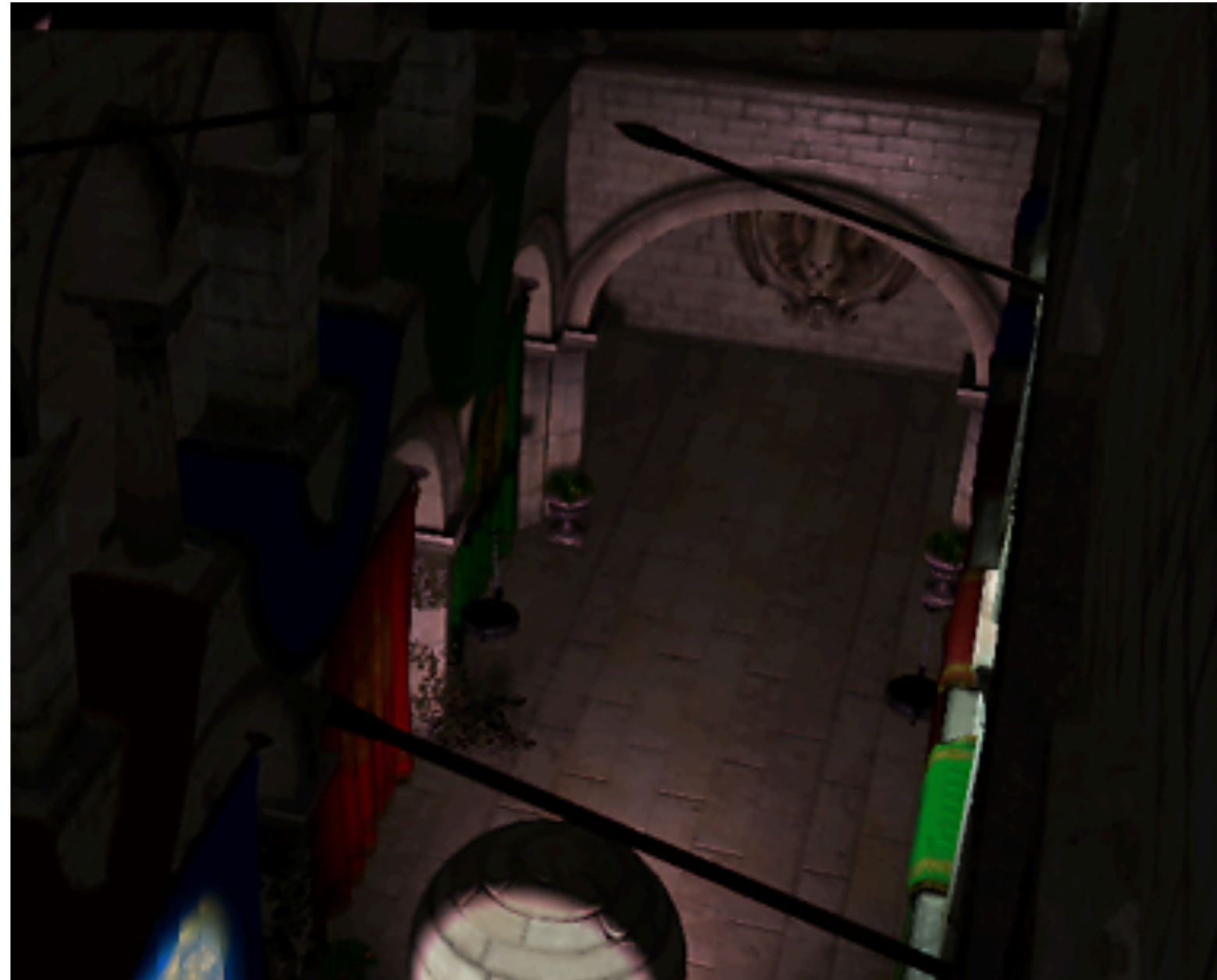
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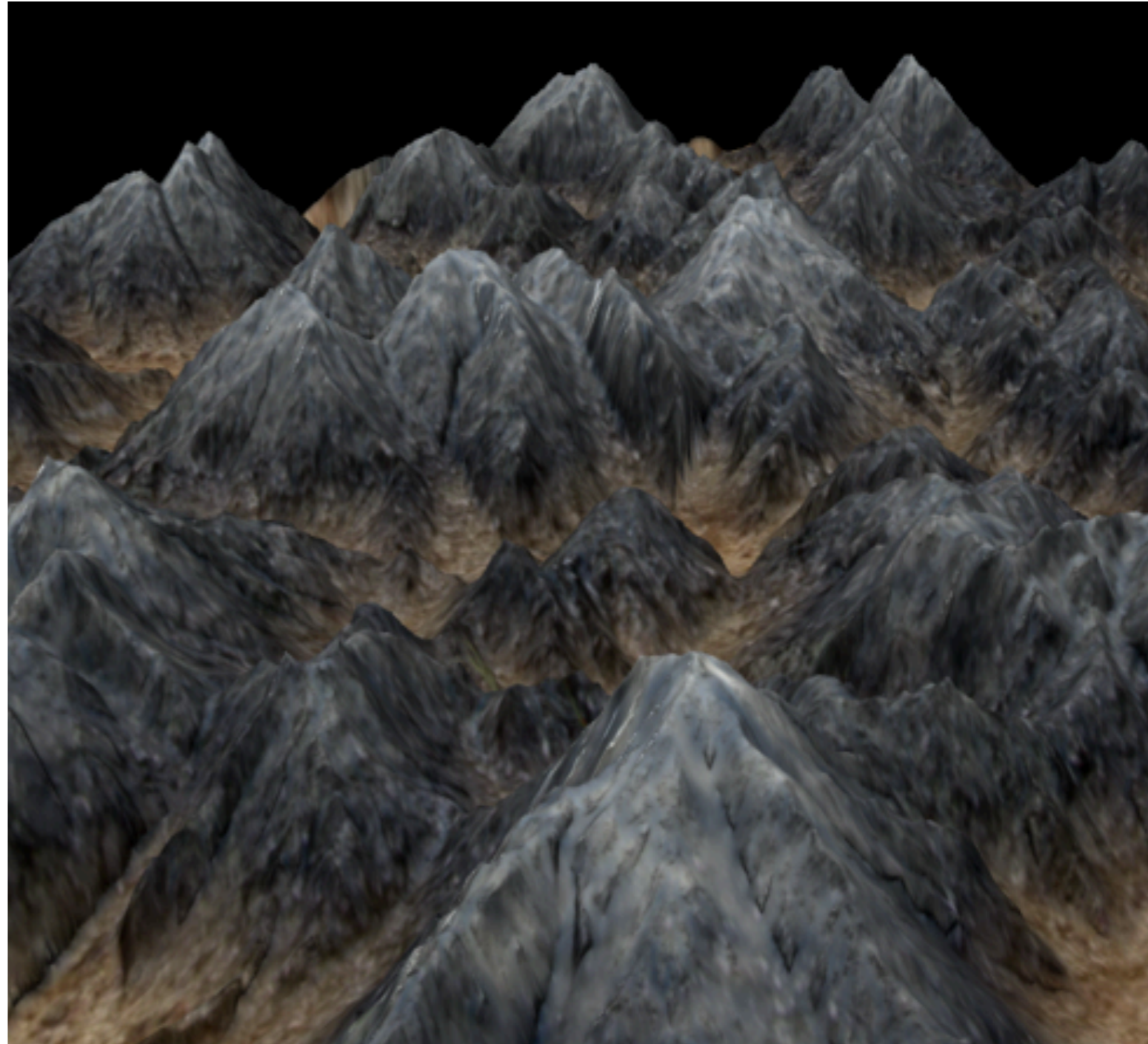
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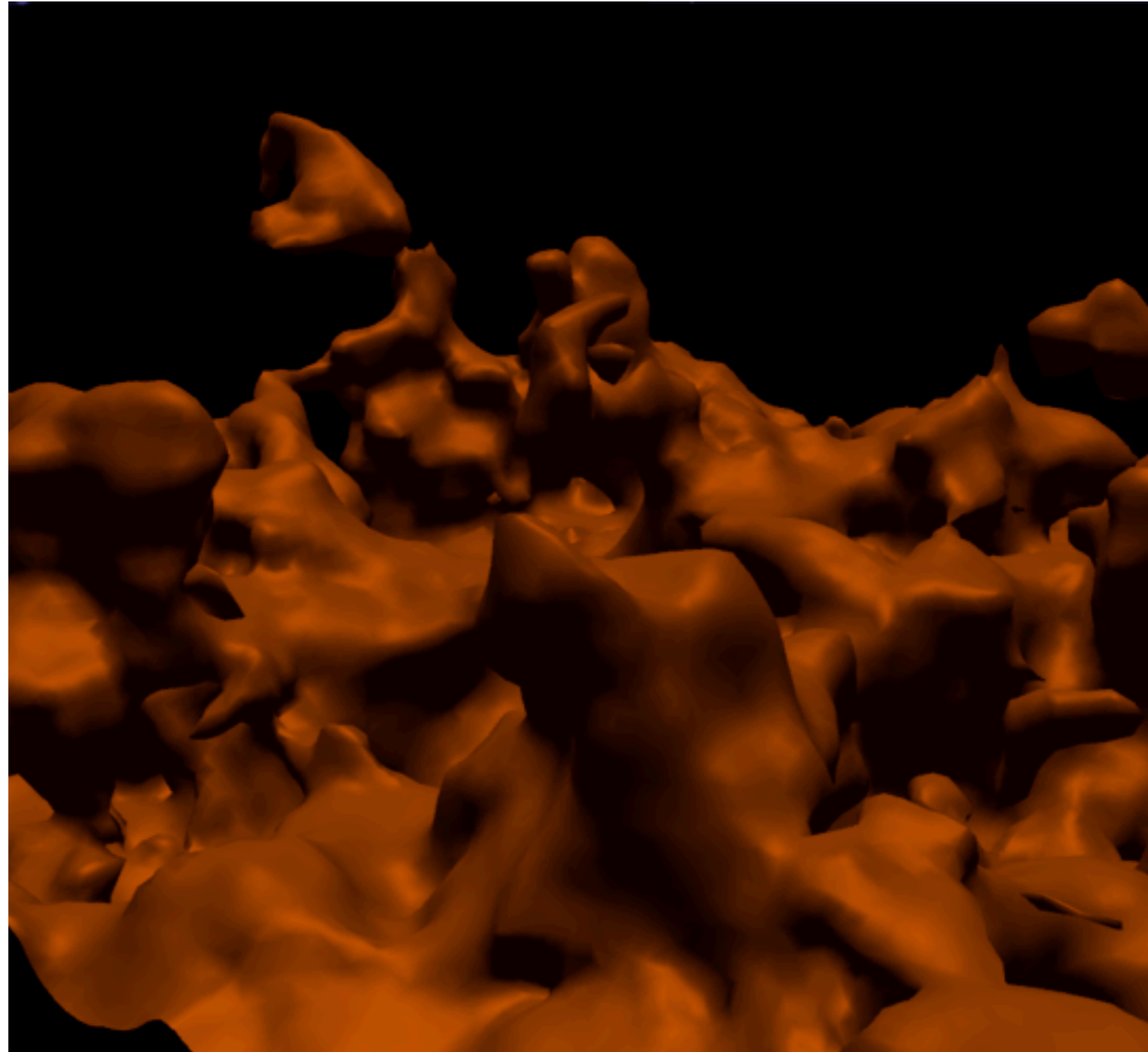
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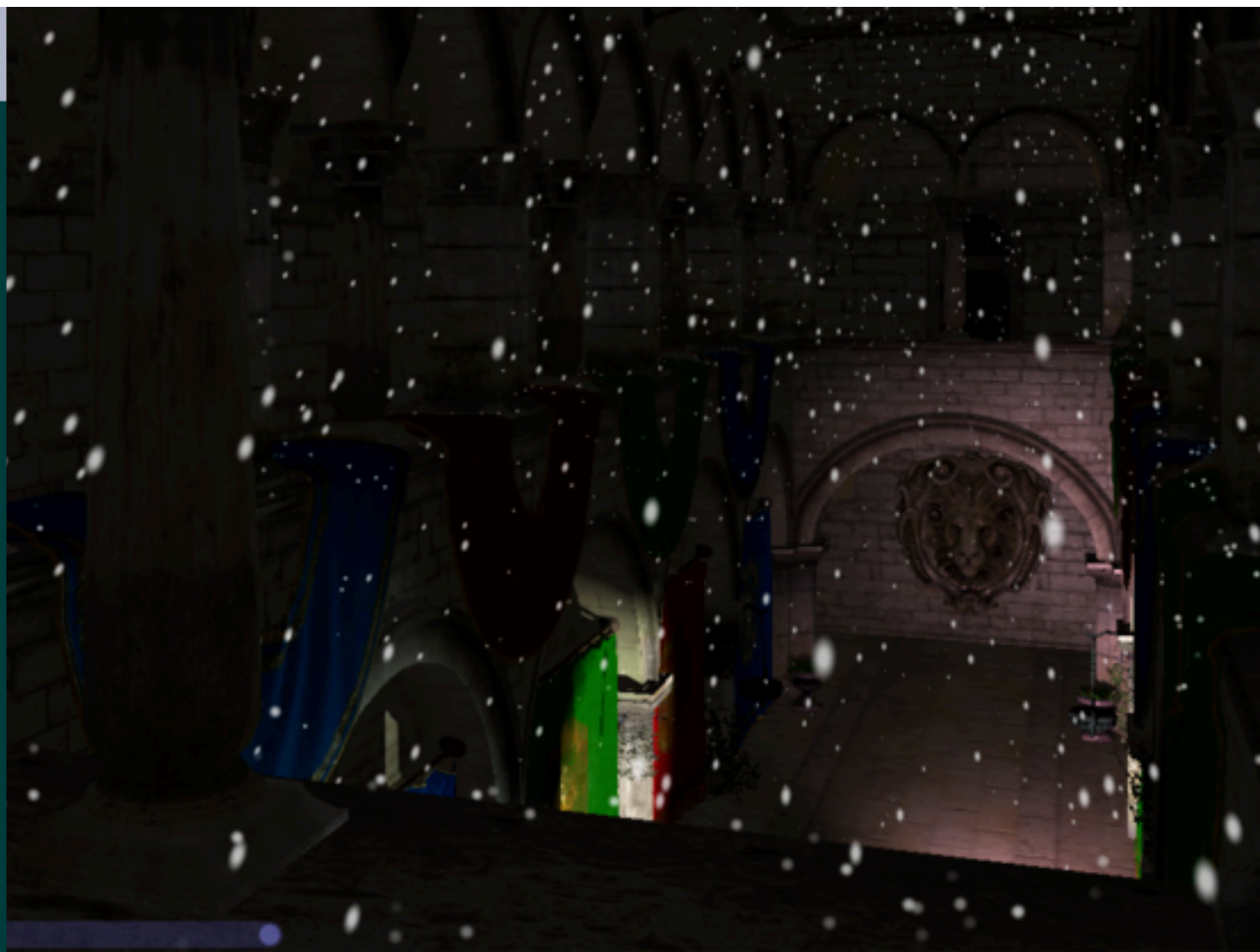
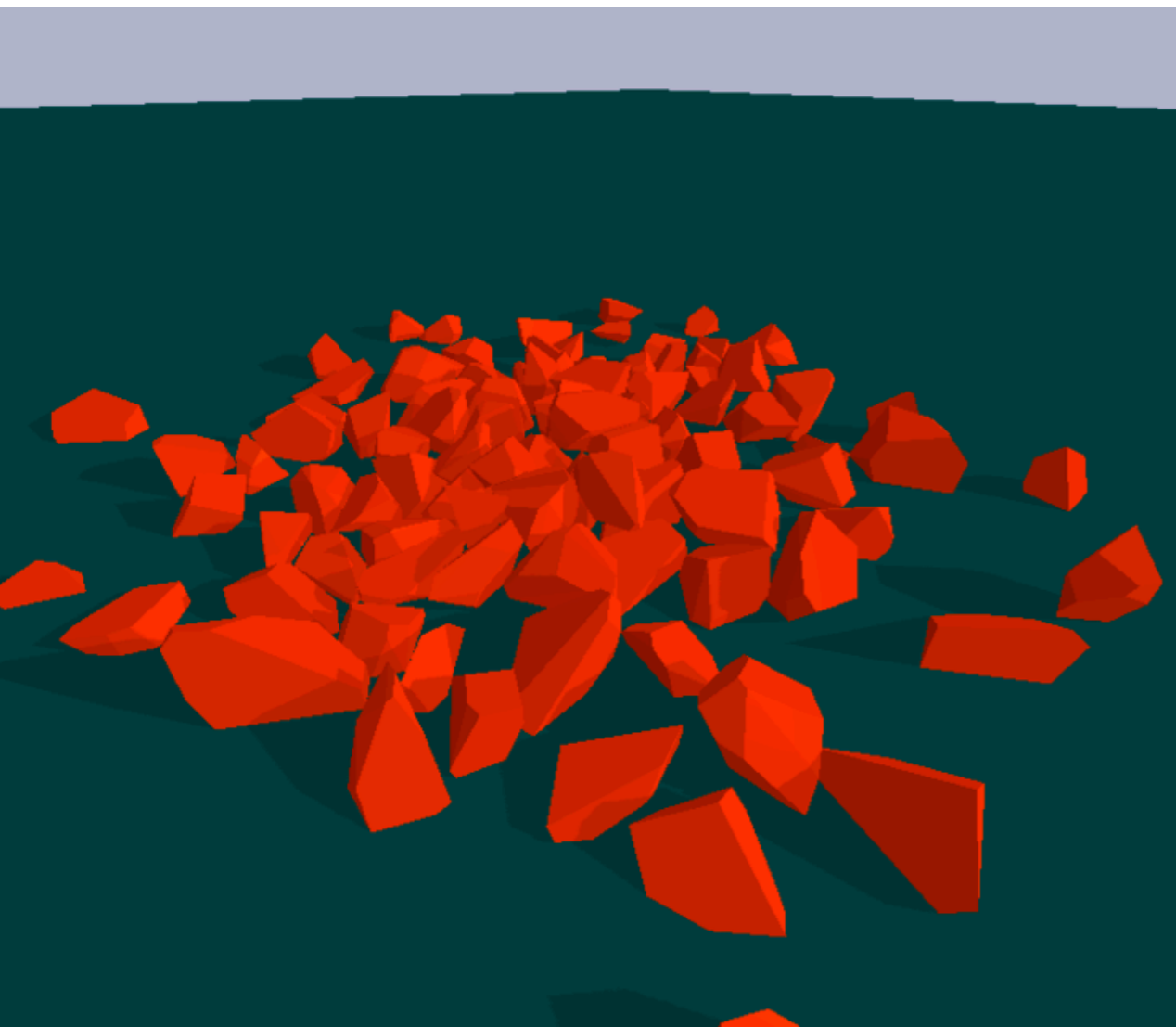
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3D Project Results

Tied First place

- Fracture - Daniel Cheveyo & Tom Hansson
- Snow - Johan Pettersson & Dennis Jin



Projects

2nd place

TAA - Christian Oliveros

