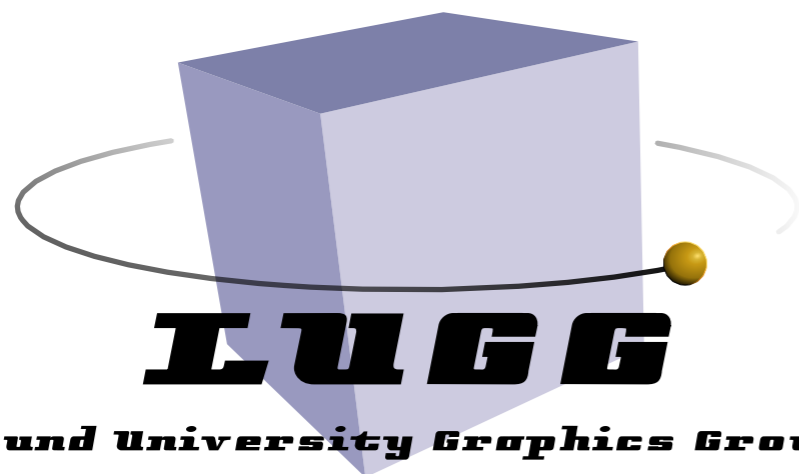




Project Presentations



Lund University Graphics Group

Michael Doggett
Department of Computer Science
Lund University

Competition Jury

- **Calle Lejdfors, CTO, Elsewhere@Activision**
- **Gregor Ehrenstein, Senior Lead Engine Programmer, Massive Ubisoft**
- **Gustaf Waldemarson, WASP Industrial PhD student with ARM**
- **Jonas Gustavsson, AMD developer support**
- **Pontus Ebelin, Research Scientist, Nvidia Research Lund**

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4. Fluid Sim GPU RT - Jim

5. CUDA RT - Hussein

6. Water Sim. - Pinhao

7. Landscape - Tiantian Yineng

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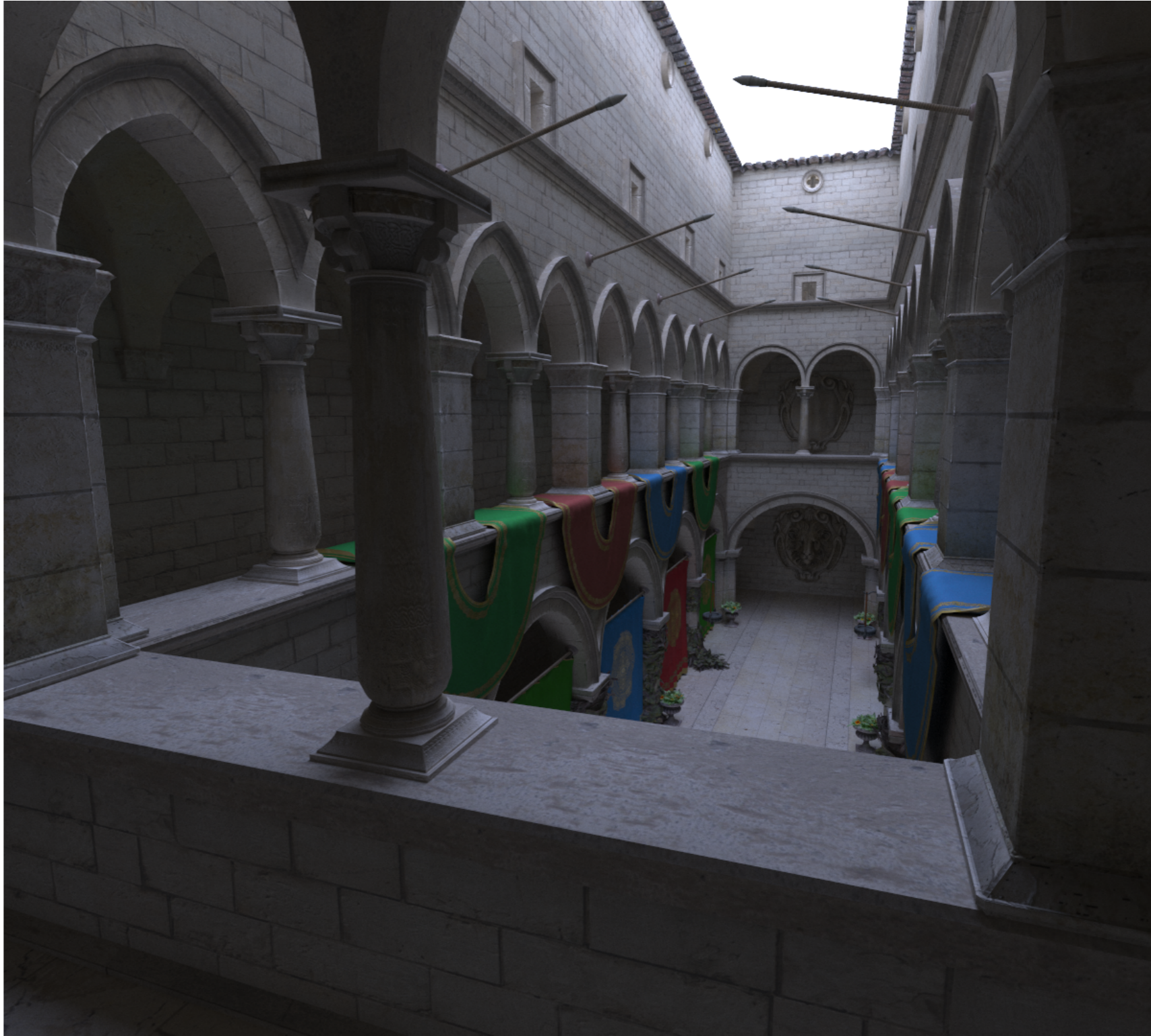
18. Radiance Cascades - David

19. SSAO - Benjamin

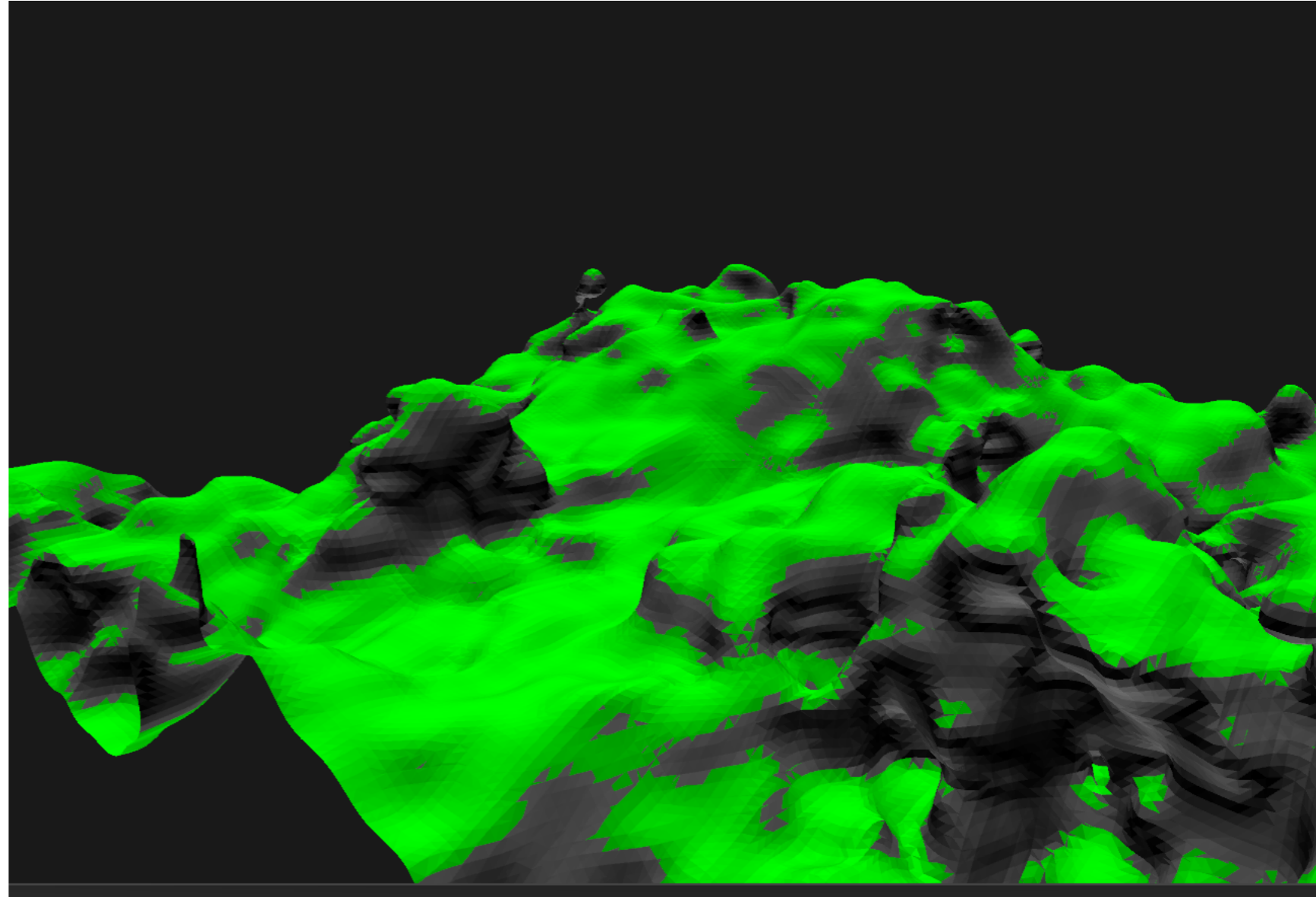
20. Procedural hatching - Mattias & Moa



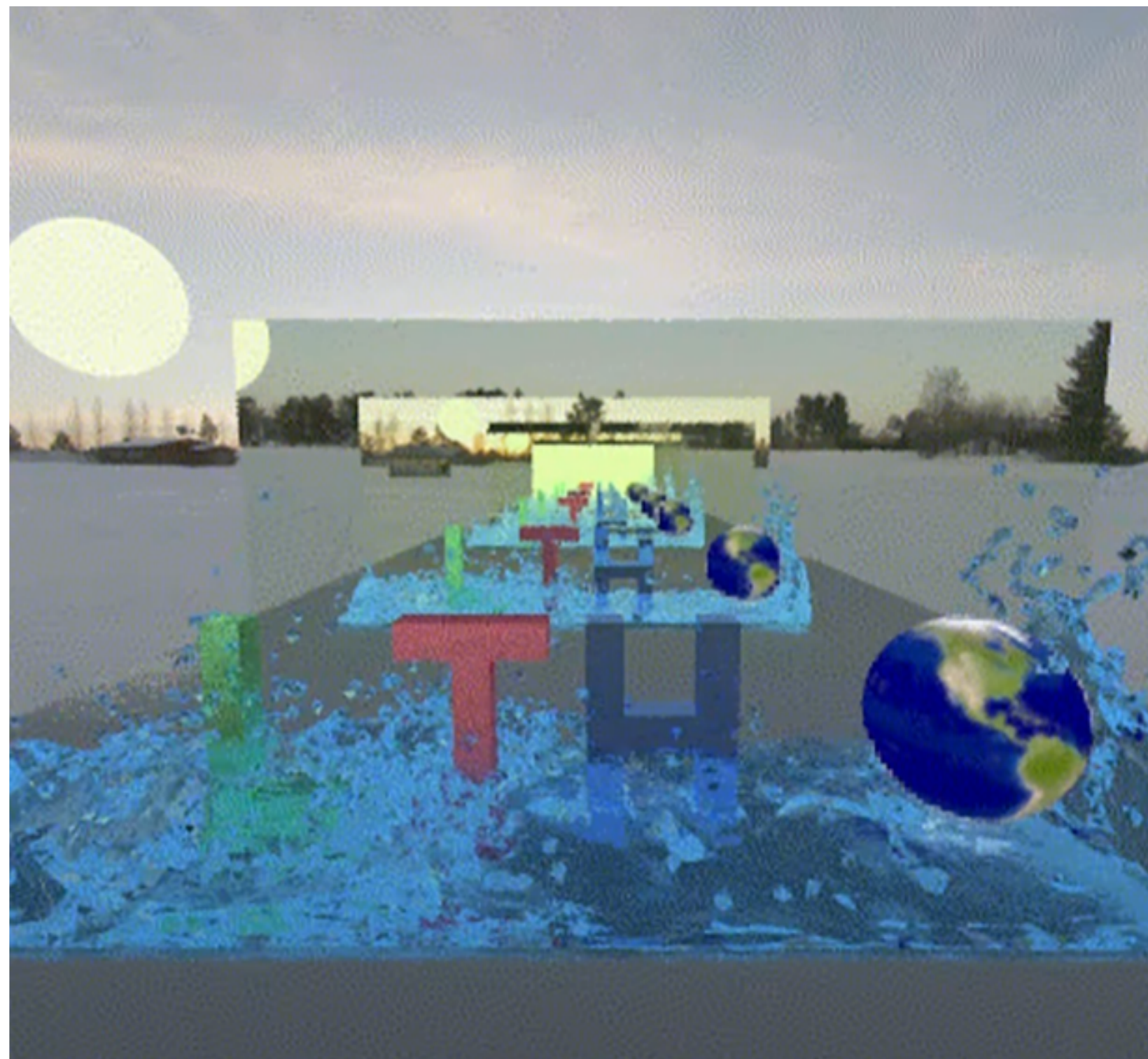
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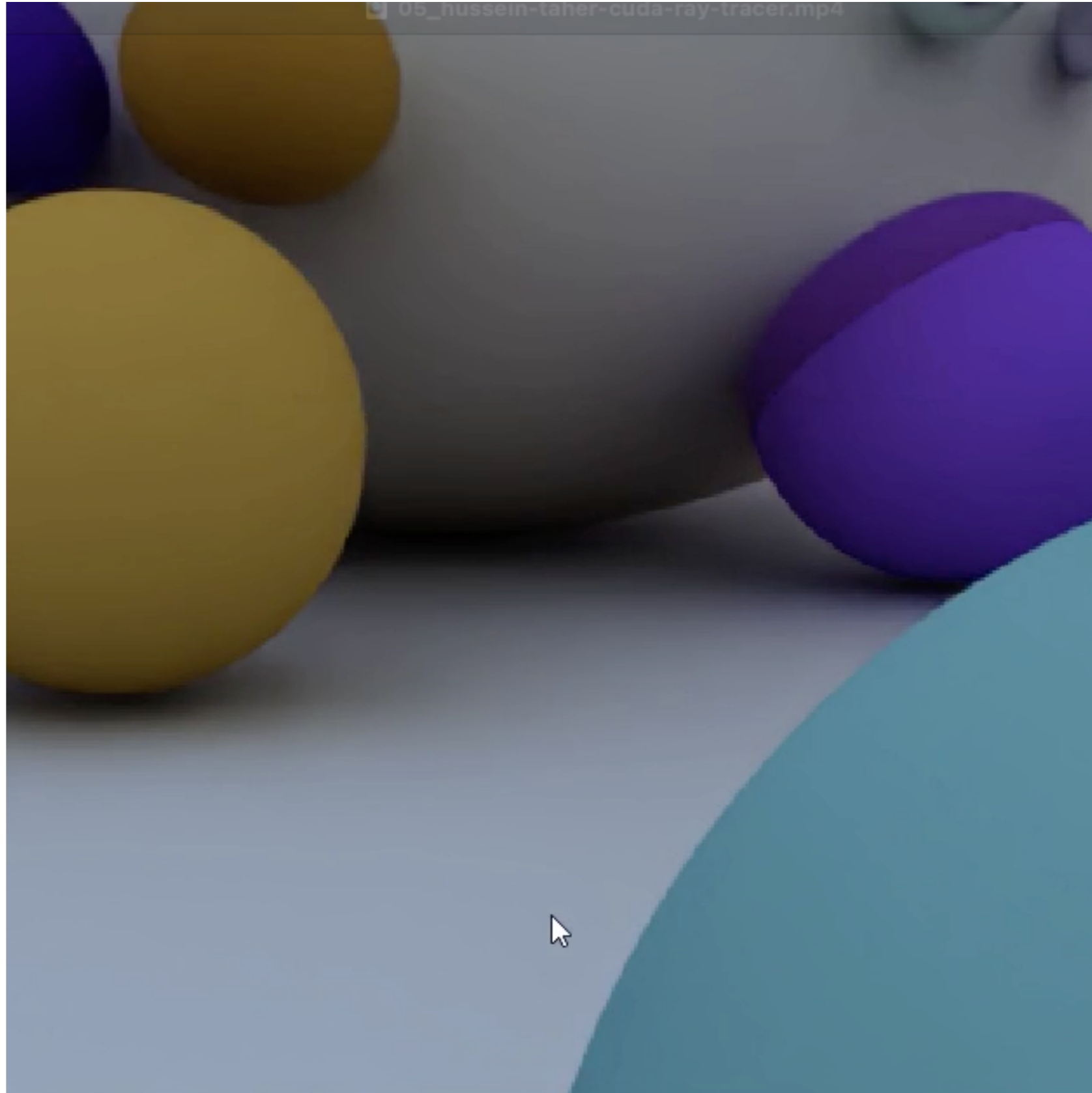
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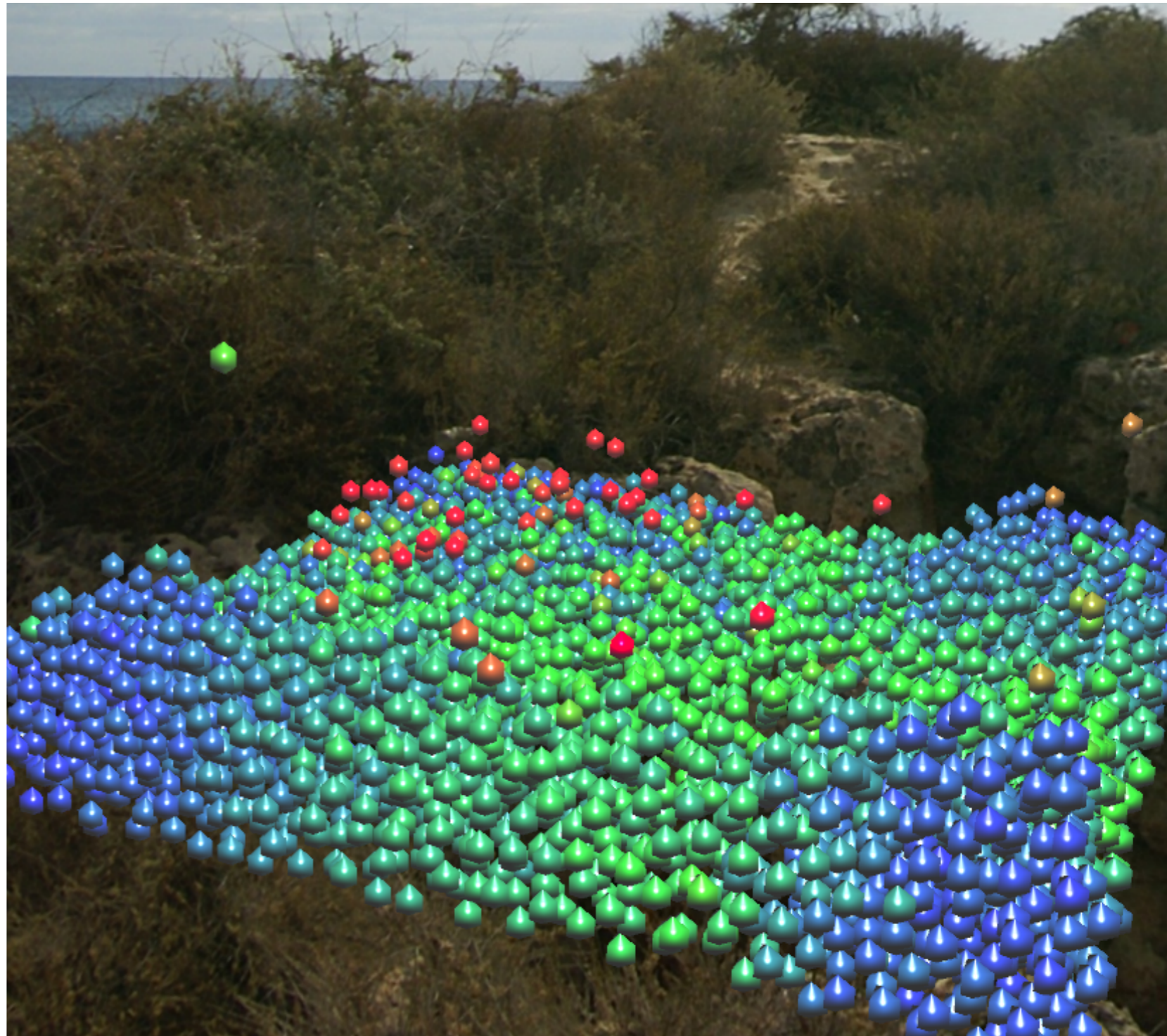
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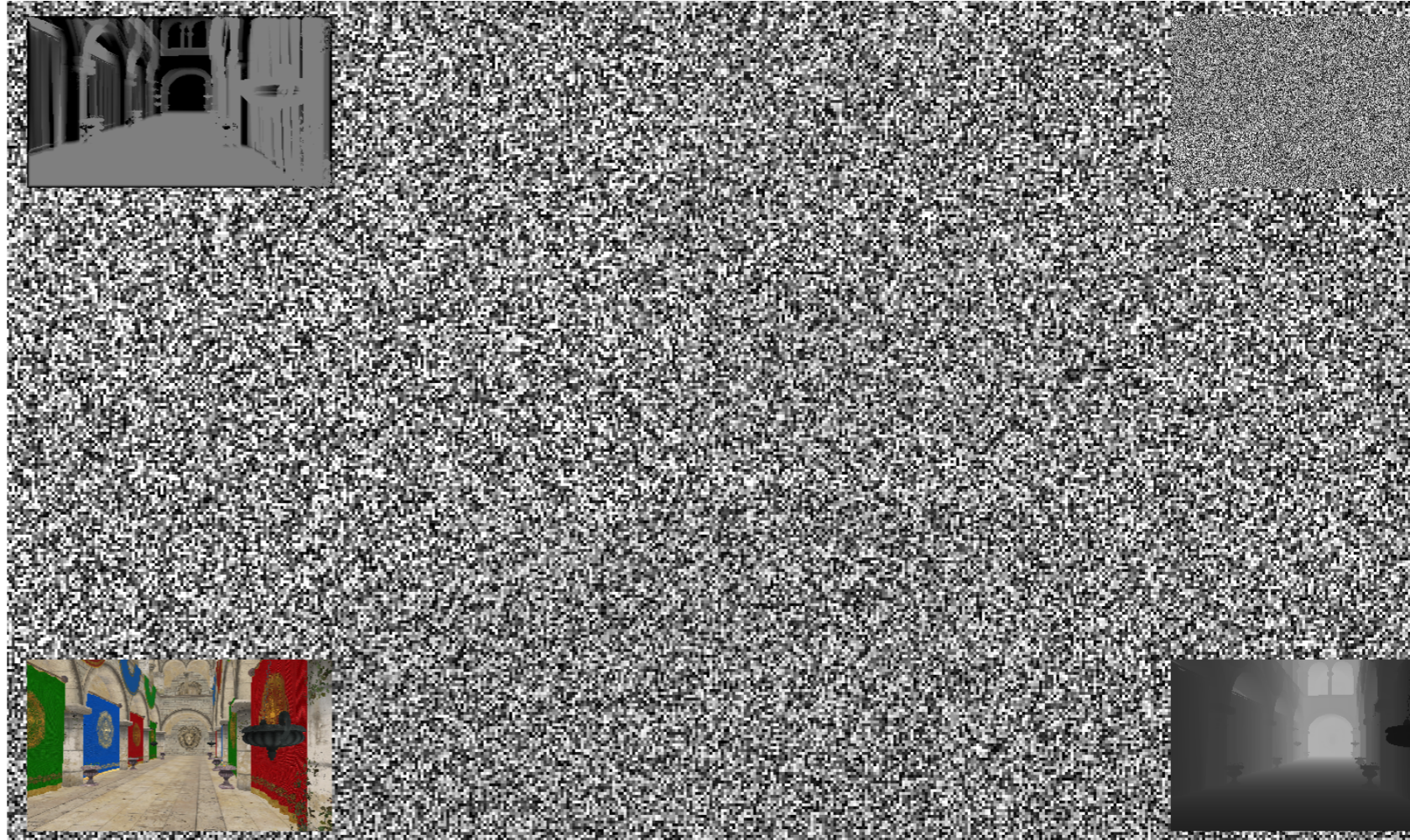
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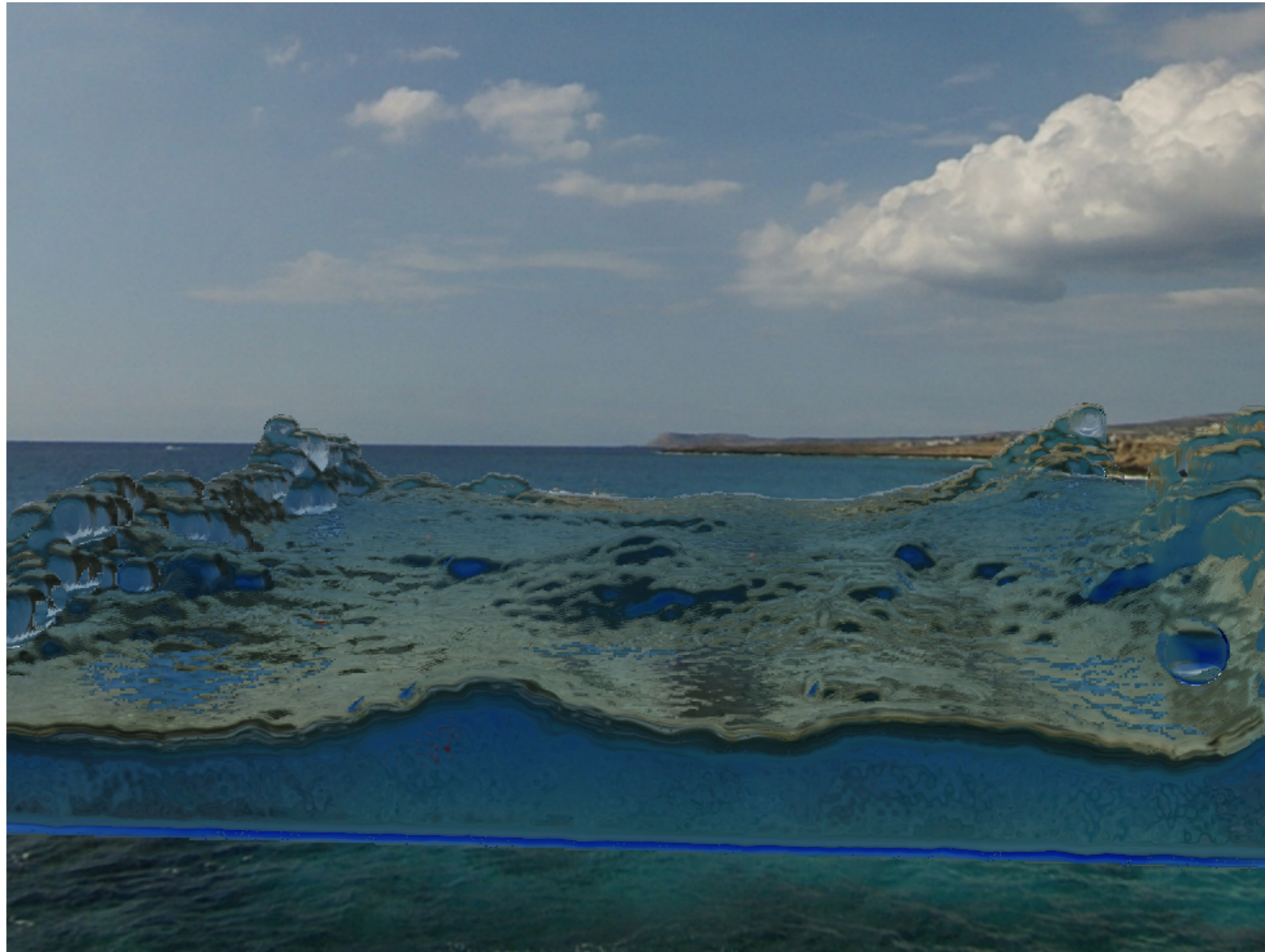
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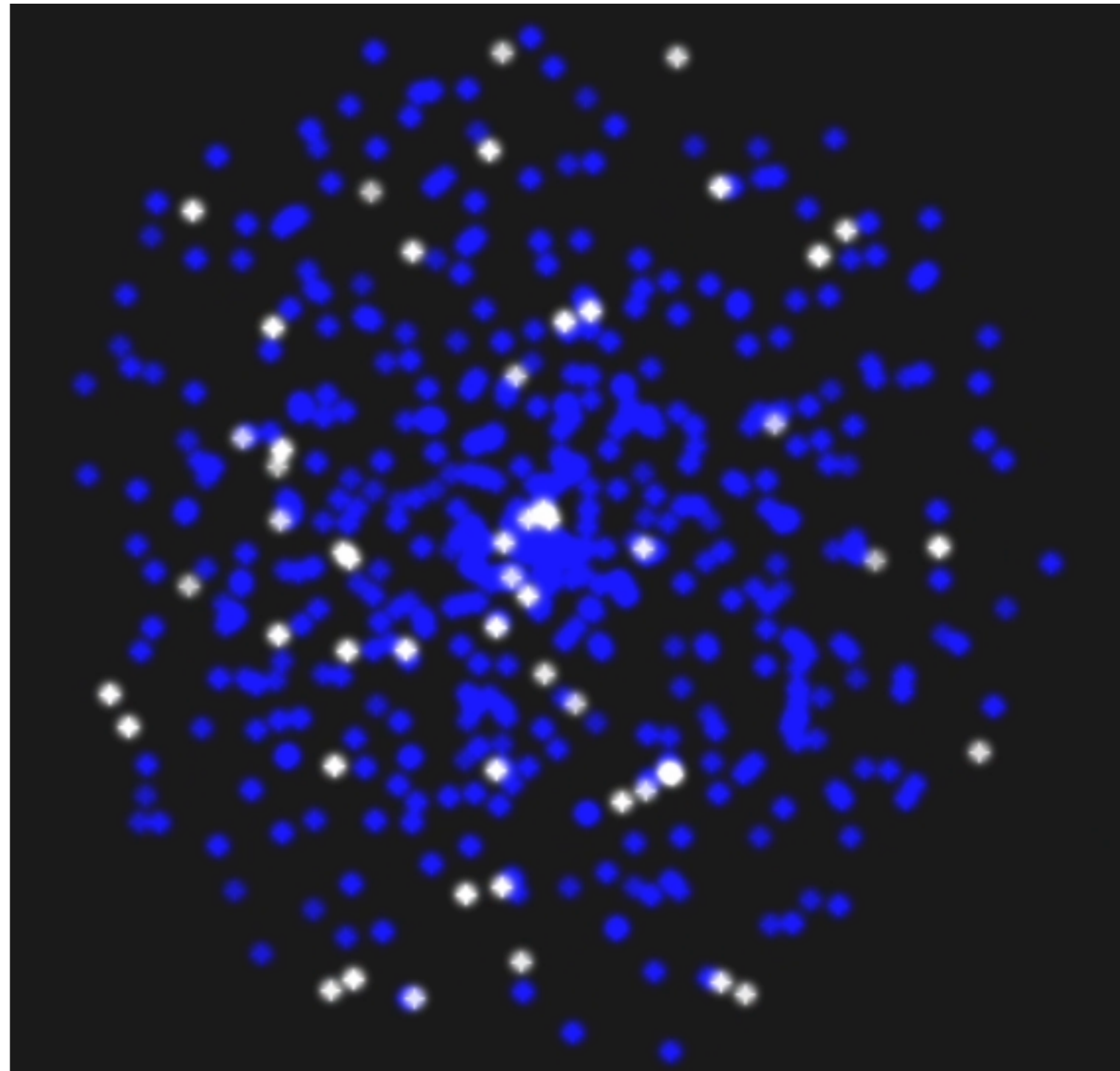
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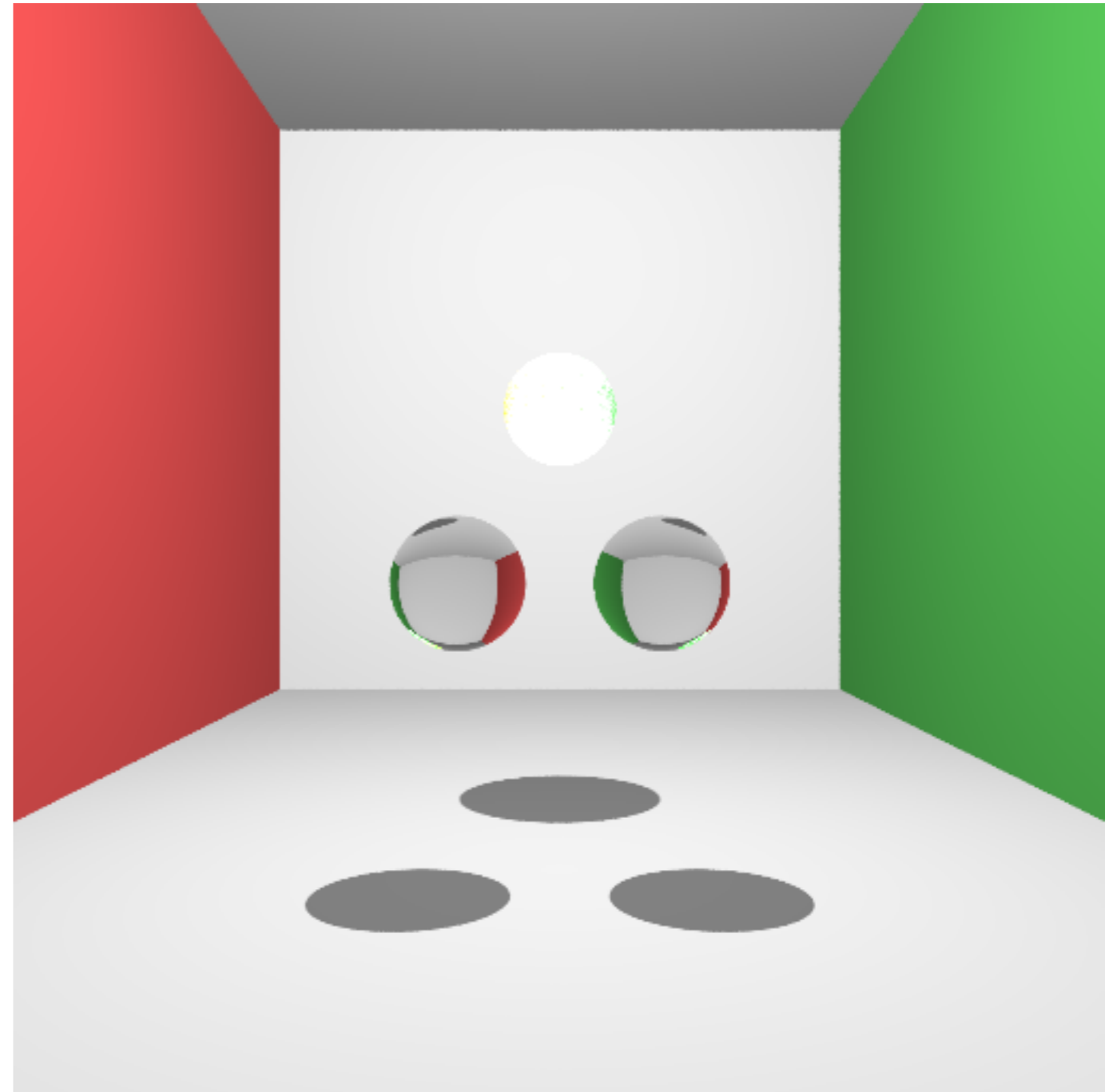
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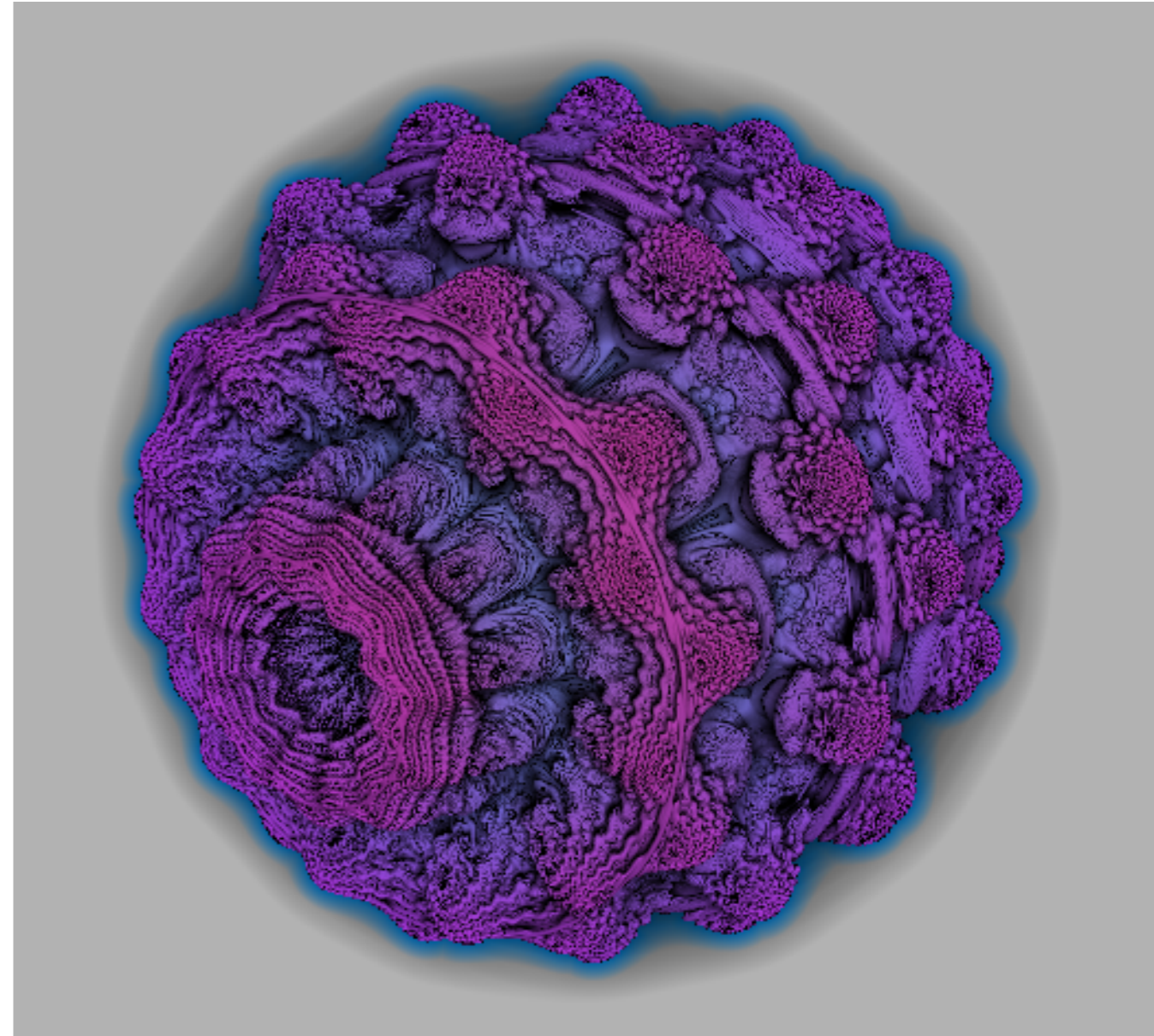
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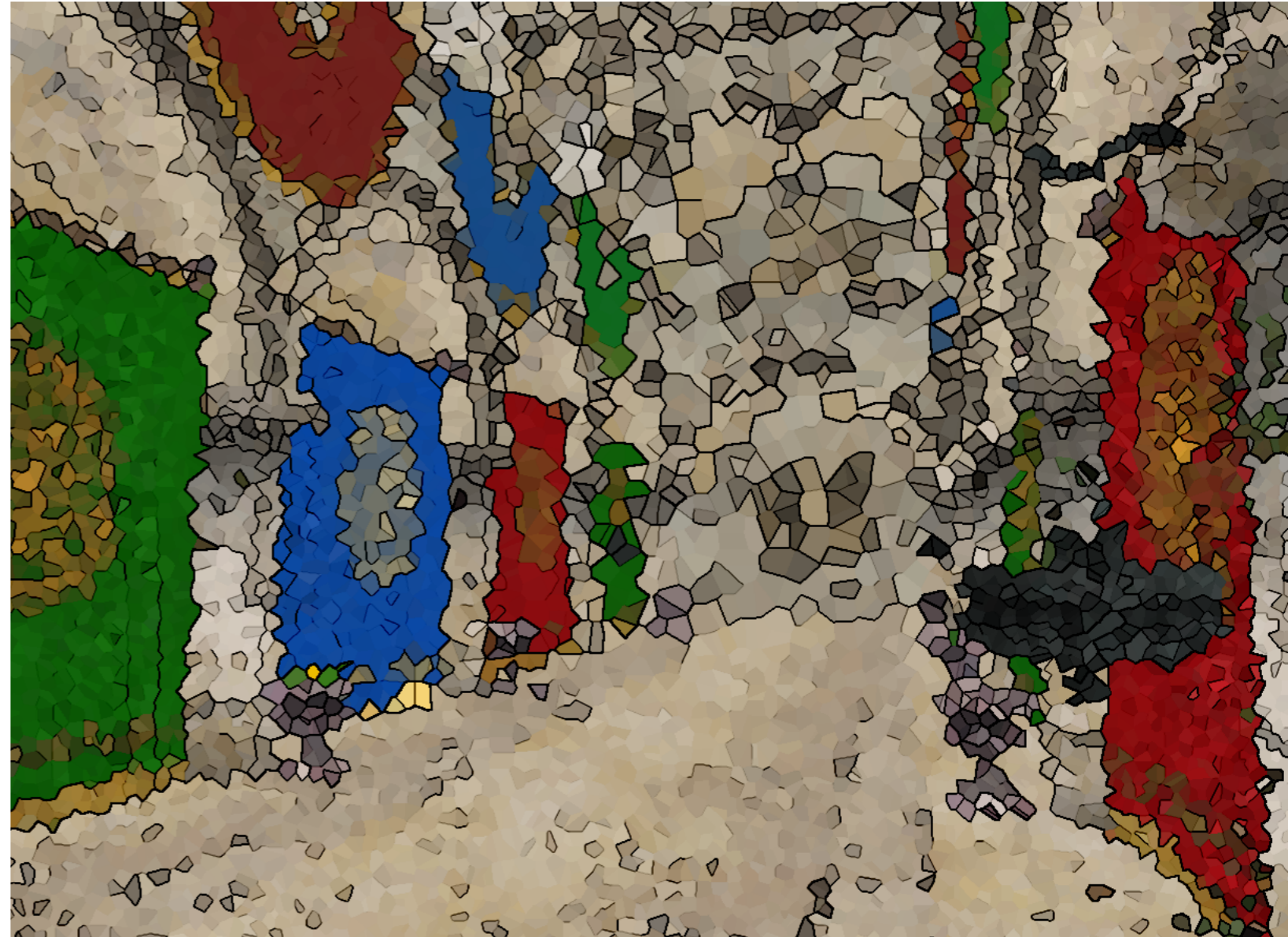
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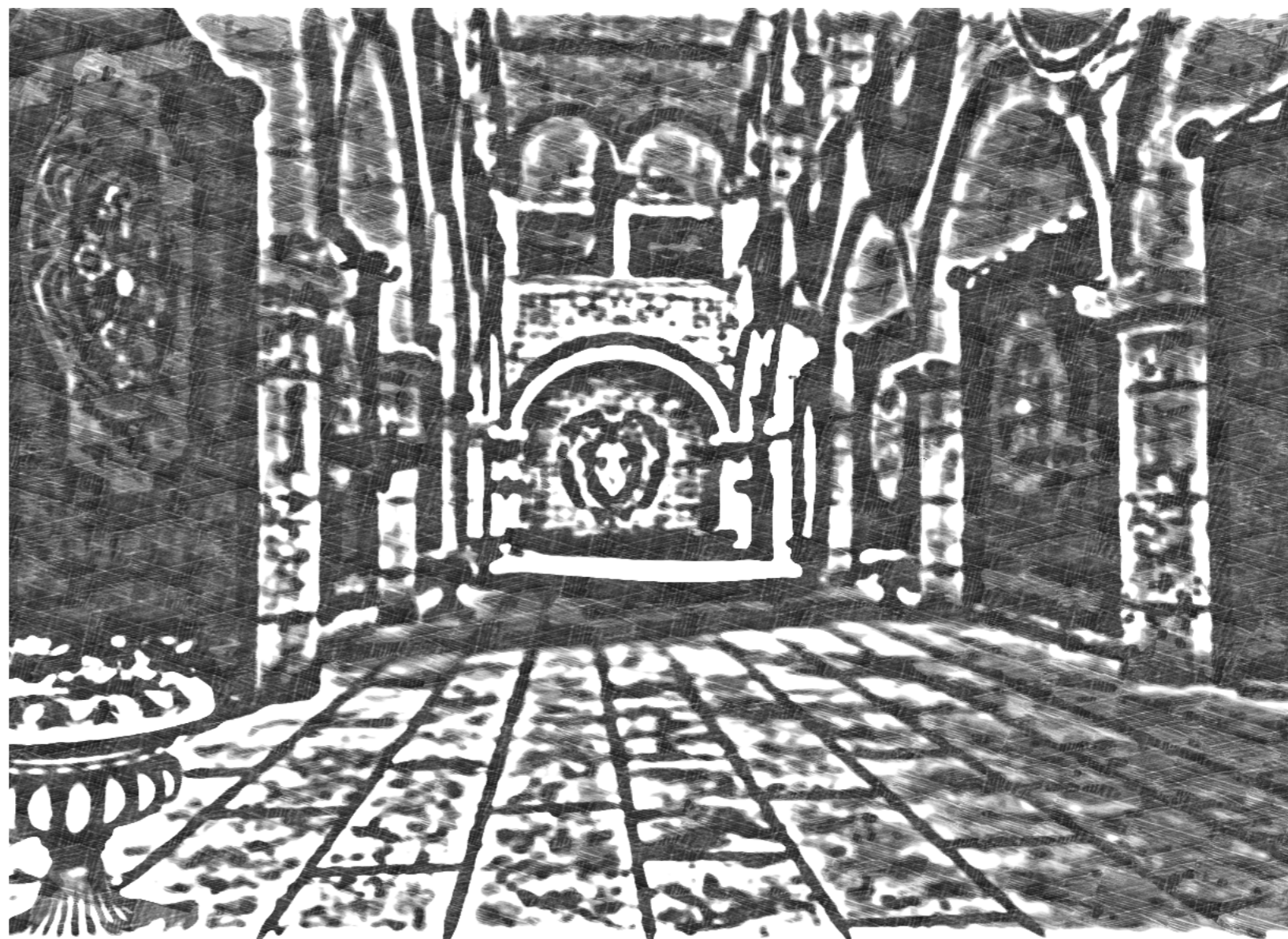
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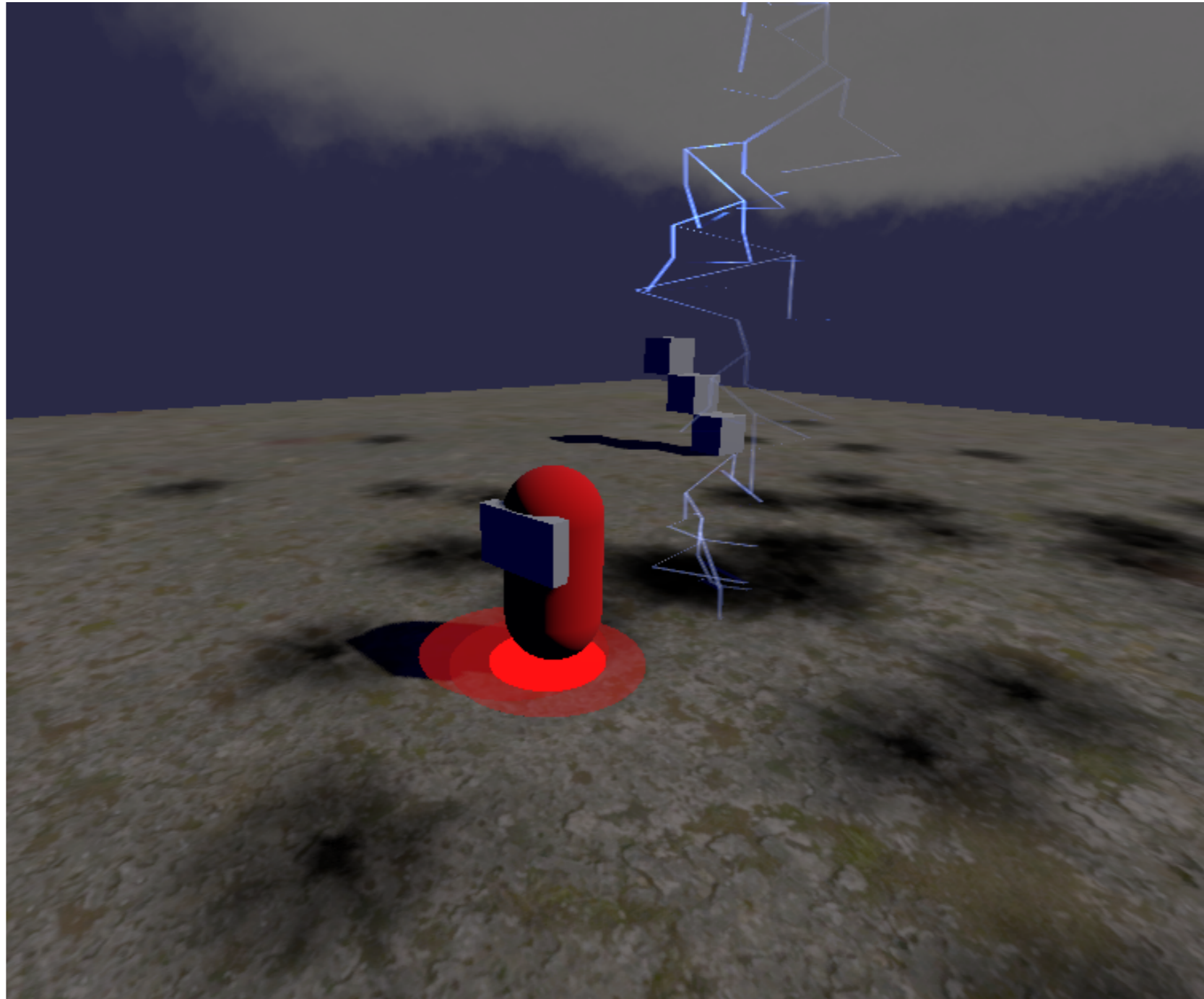
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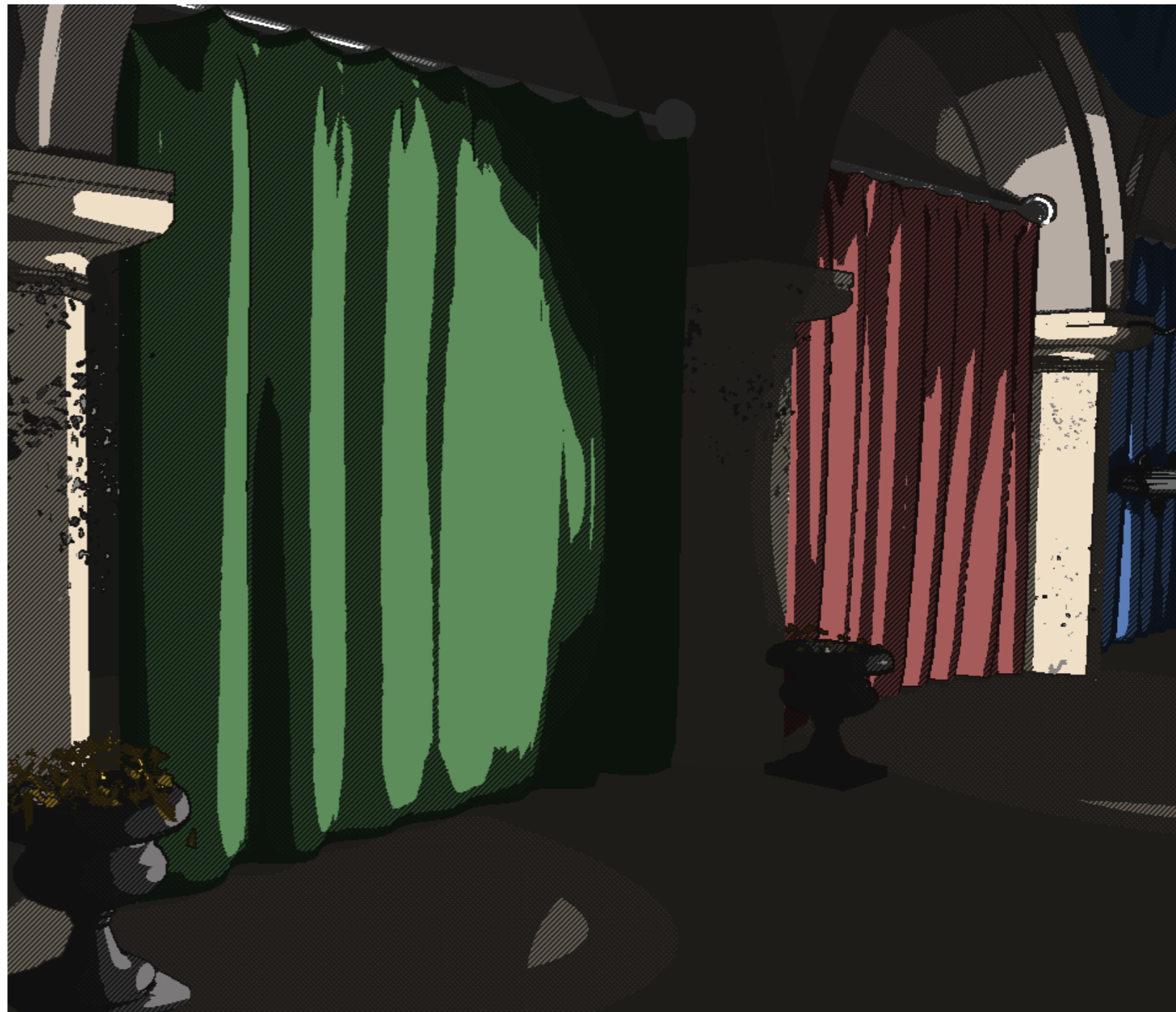
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The jury will leave us now...

They'll be back in a little while
with the results!

Who won?

Project Results

- 1. FluidSim RM - Julius Thunström and Gustav Nilsson Gisleskog**
- 2. Mandelbulb - Albert Heurlin de Oliveira**
- 3. Multi-Res SSAO - Benjamin Kugelberg**

Honourable Mentions

- NPR and fog - Linus Aretun & Johanna Günther**

**THE
END!**