



Competition



Michael Doggett
Department of Computer Science
Lund university

Competition Jury

- Gregor Ehrenstein, Lead Engine Programmer, Massive Ubisoft
- Tomas Akenine-Möller, Nvidia Research
- Jonas Gustavsson, AMD

Projects

1. Erosion - Christoffer

2. Fur - Pilar

3. Earth flight - Charlie & Melker

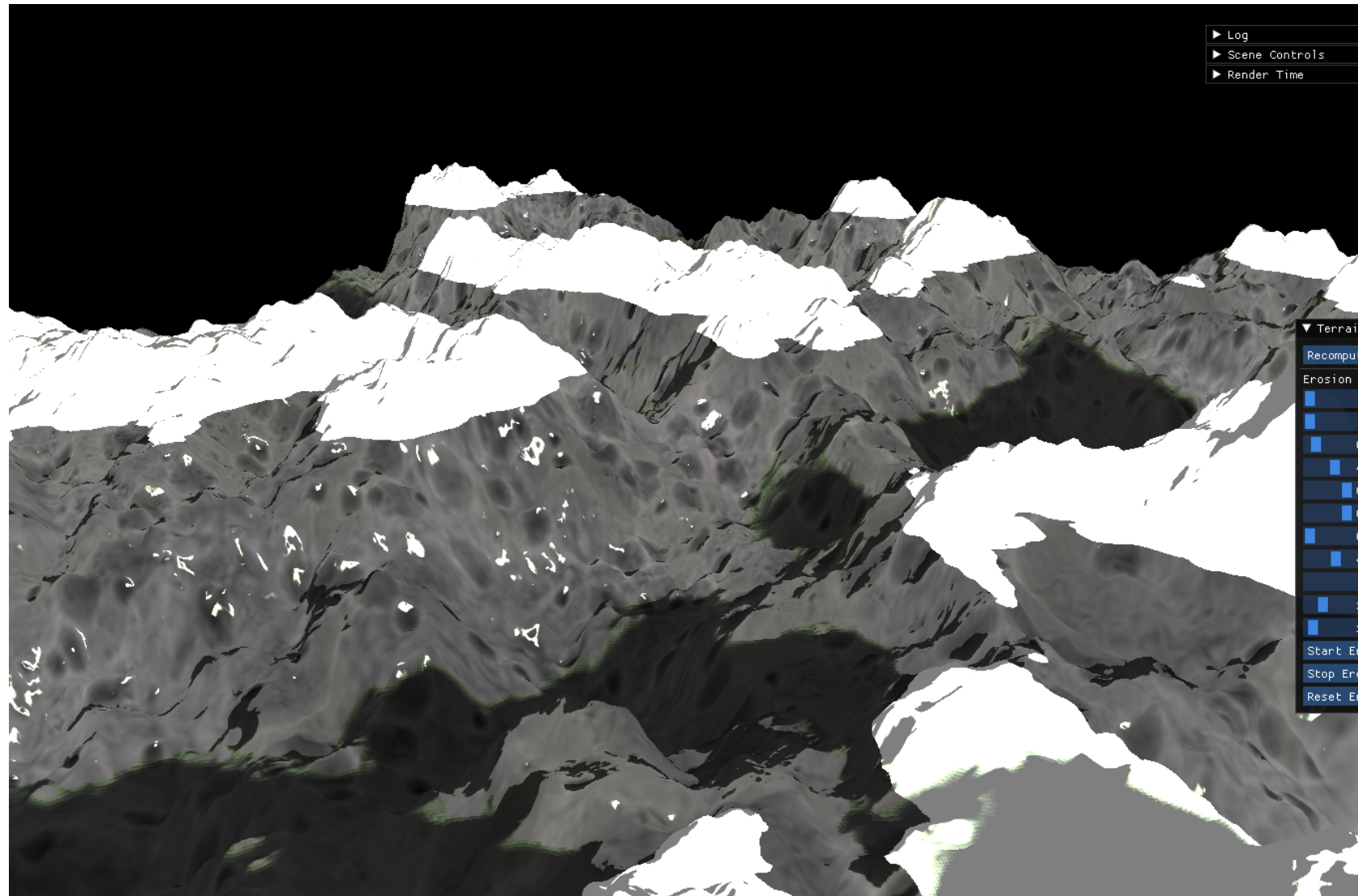
4. Liquid - Lukas & William

5. Sketching - Trevina & Jakub

6. Terrain editor - Felix, Albin & Fredrik

7. Disco ball - Svante

8. Terrain - Oscar & Linus



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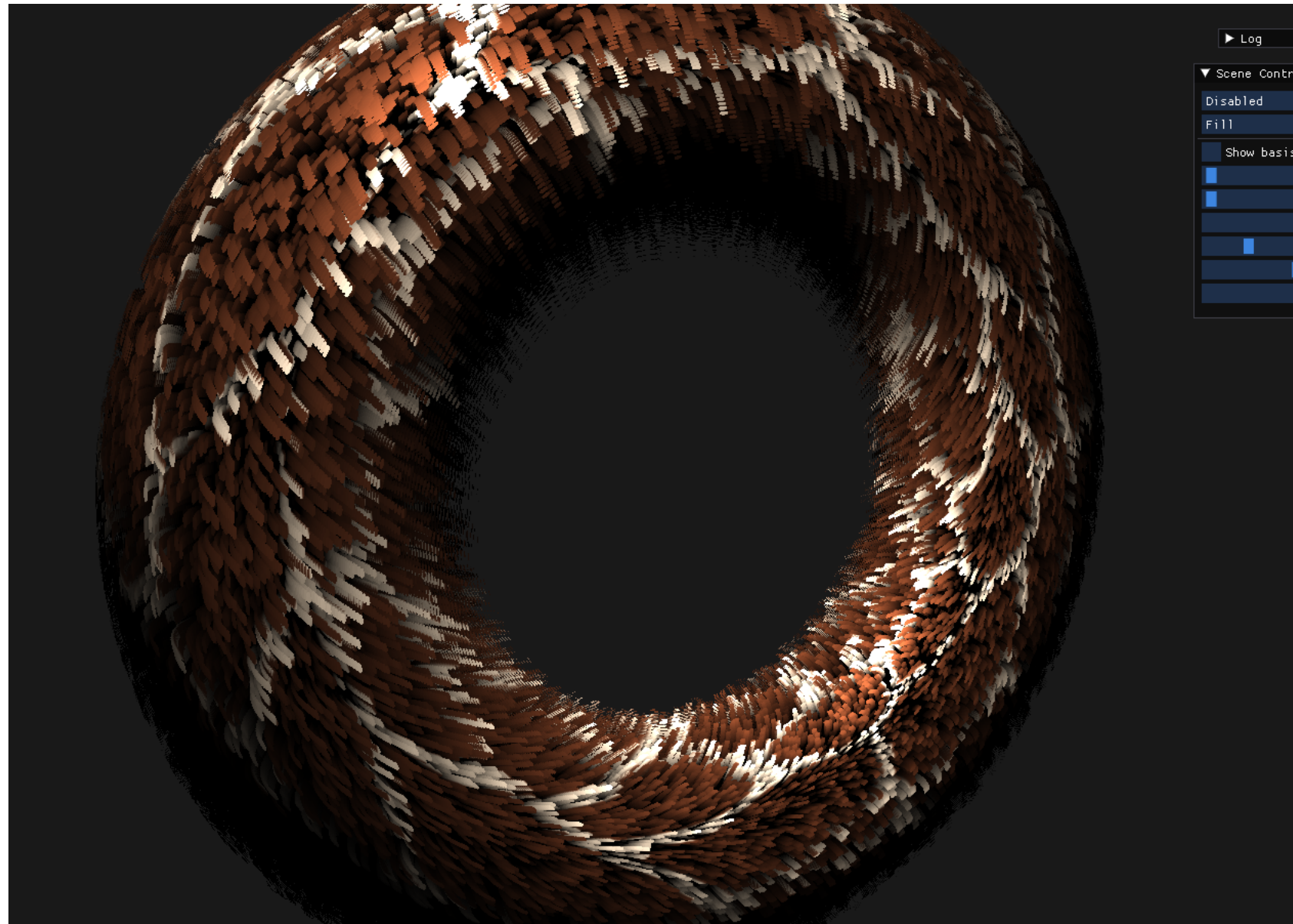
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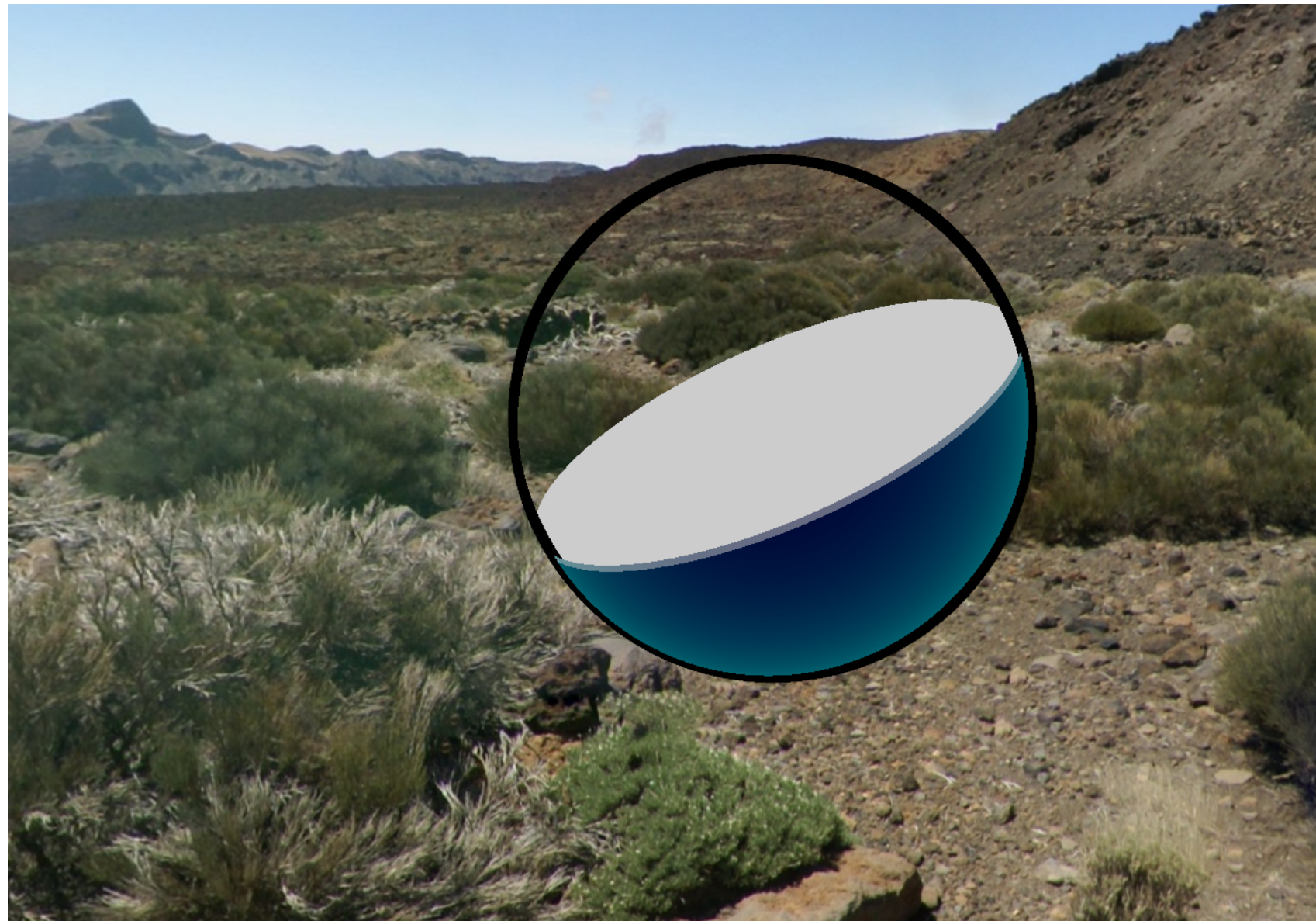
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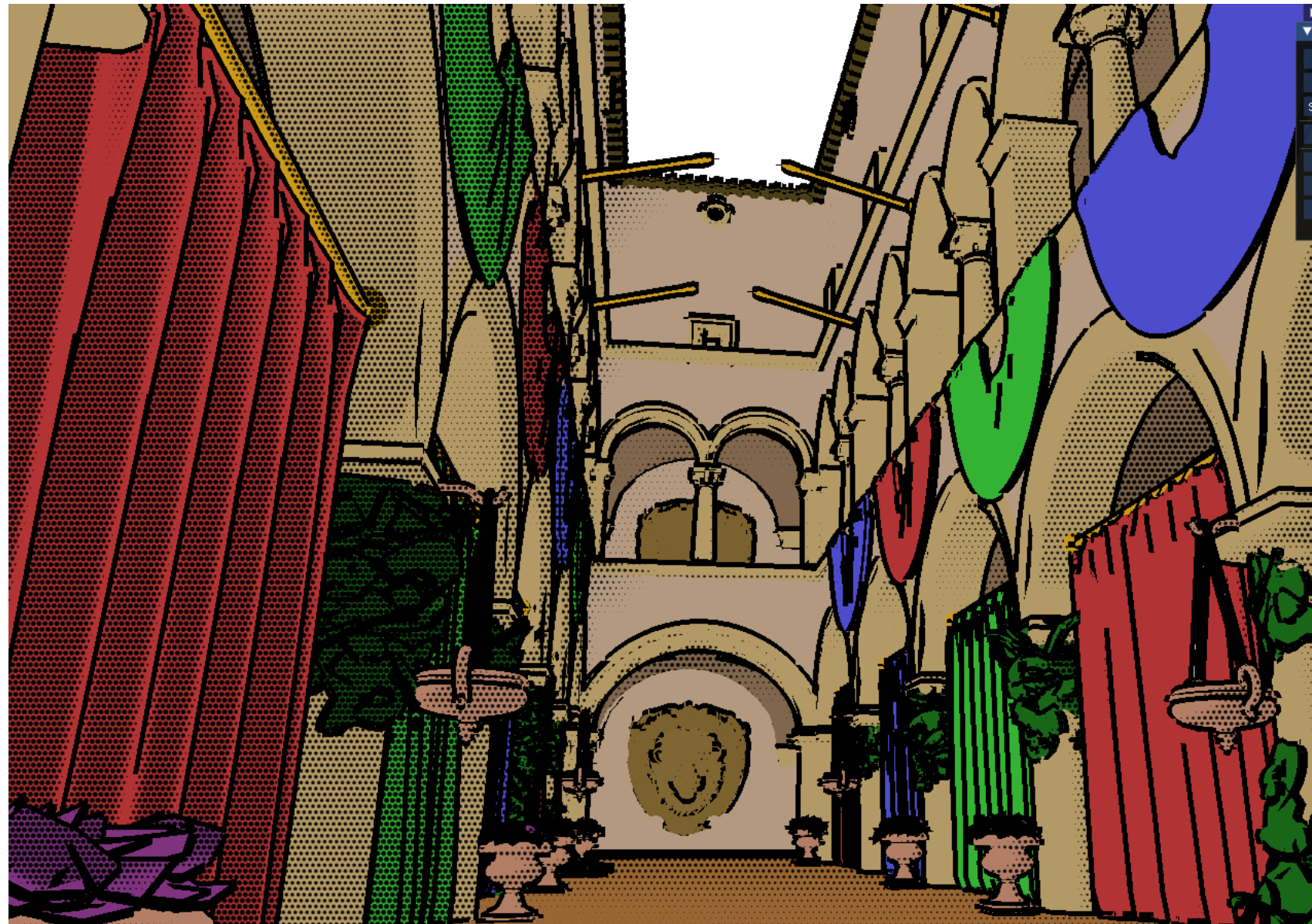
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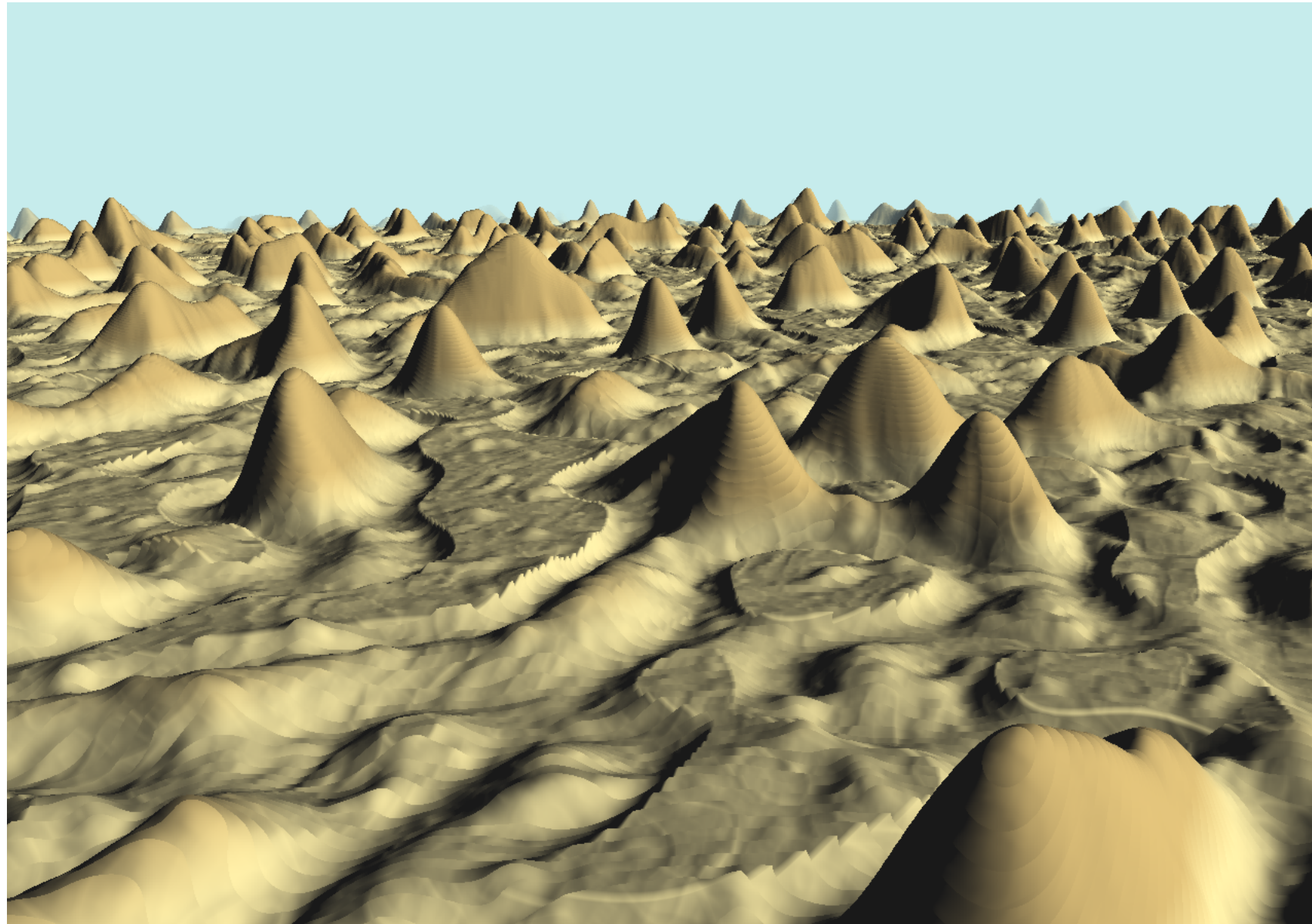
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The jury will leave us now...

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

Who won?

Project Results

1st - Sketch based rendering - Trevina & Jakub

2nd - Earth flight - Charlie & Melker

3rd - Rain - Desirée

**THE
END!**