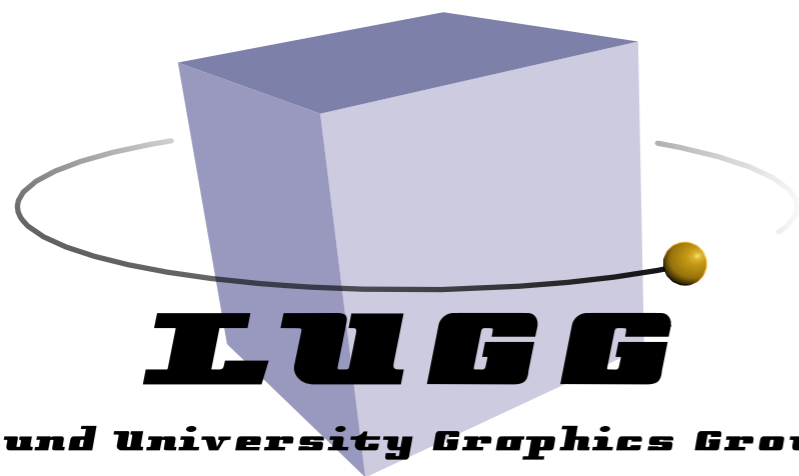




# Project Presentations



*Lund University Graphics Group*

**Michael Doggett**  
**Department of Computer Science**  
**Lund University**

# Competition Jury

- **Jonas Gustavsson, AMD developer support**
- **Jon Hasselgren, Nvidia Research Lund**
- **Gregor Ehrenstein, Lead Engine Programmer, Massive Ubisoft**
- **Calle Lejdfors, Director of Production R&D at Tencent**
- **Gustaf Waldemarson, WASP Industrial PhD student with ARM**
- **Trevina Litchmore and Jakob Olejnik, Winners of 2022 competition**

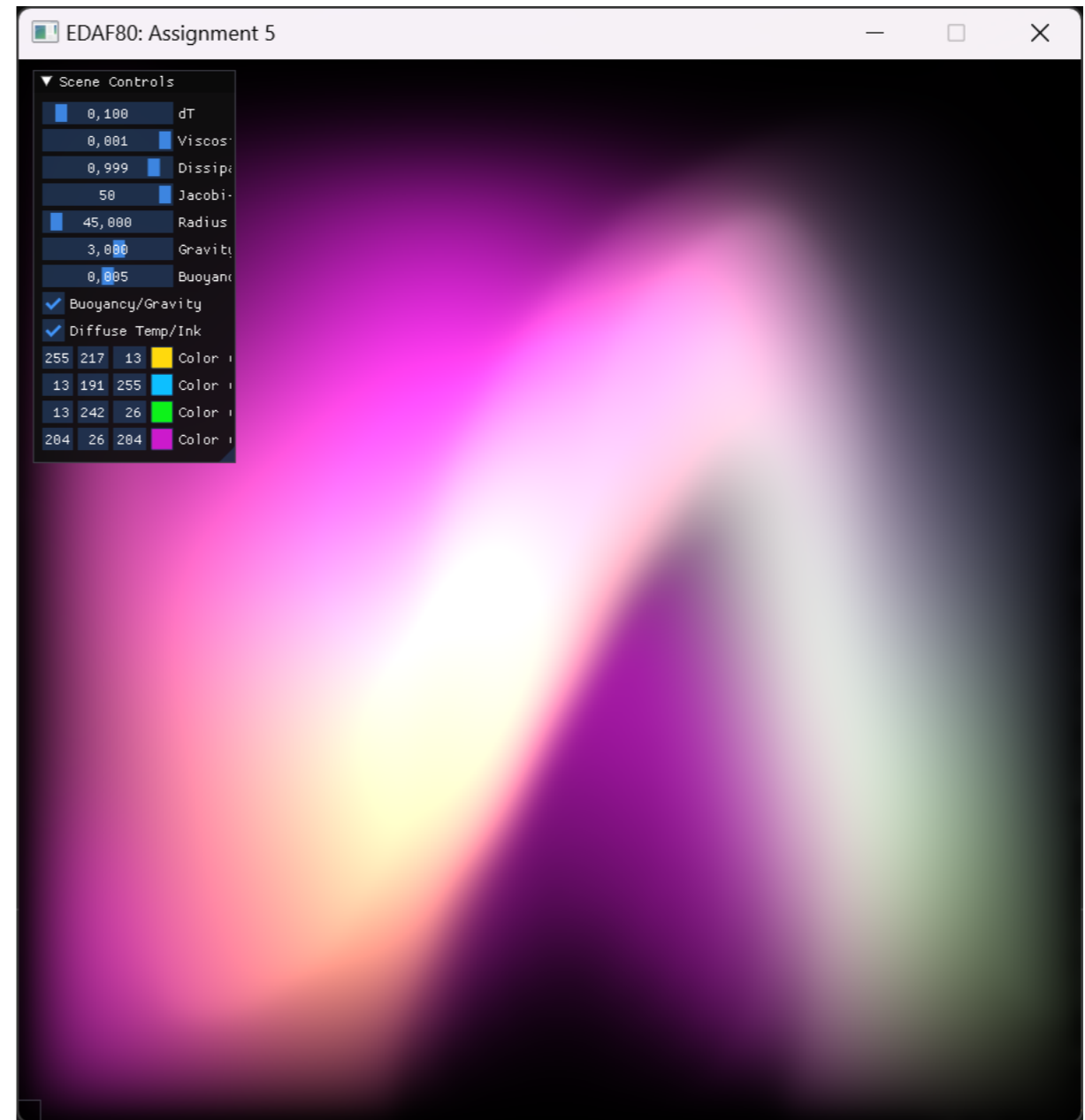
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- 3. Fire - Lam & Xuening**
- 4. 1 bit shading - Johannes**
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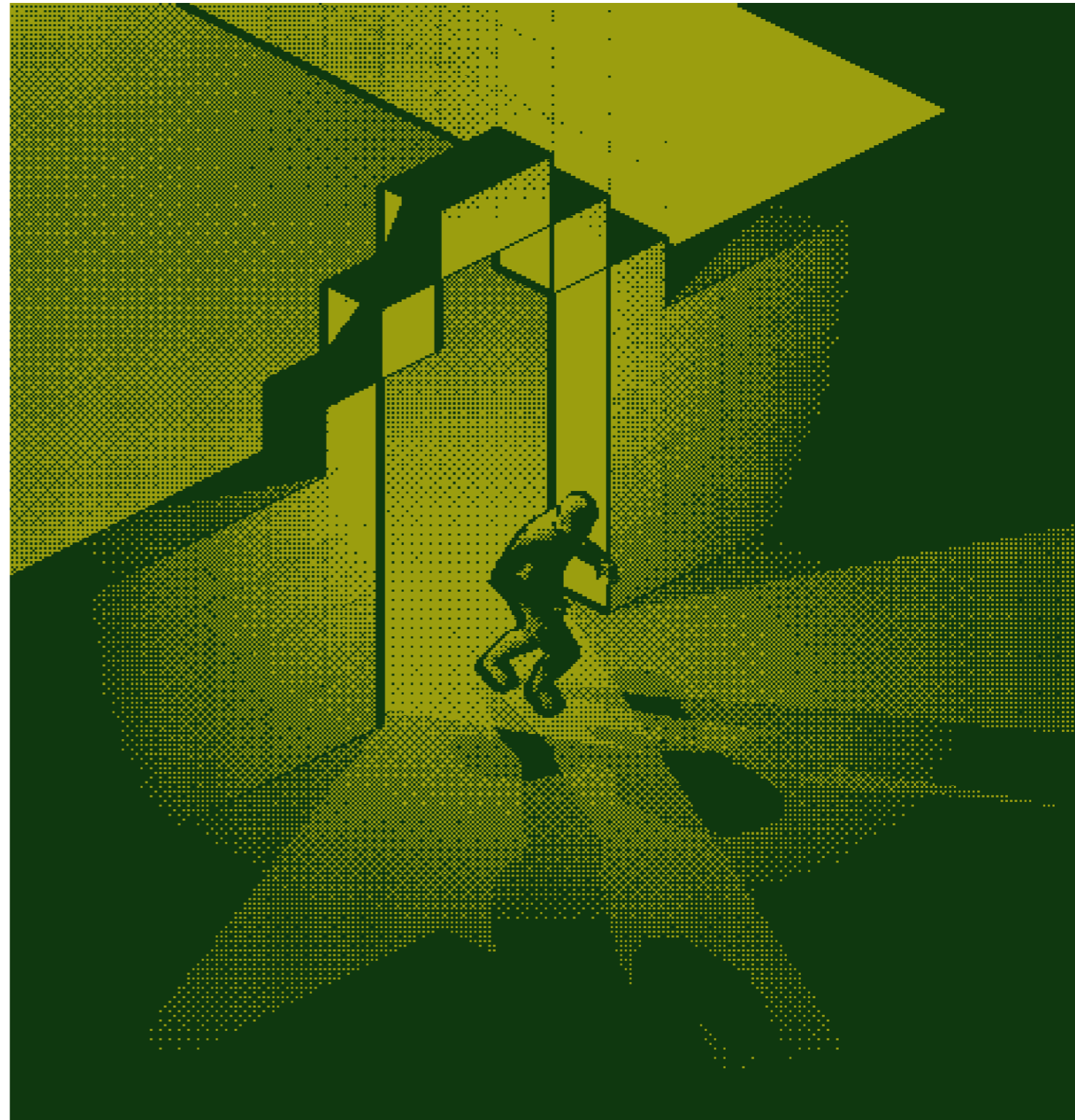
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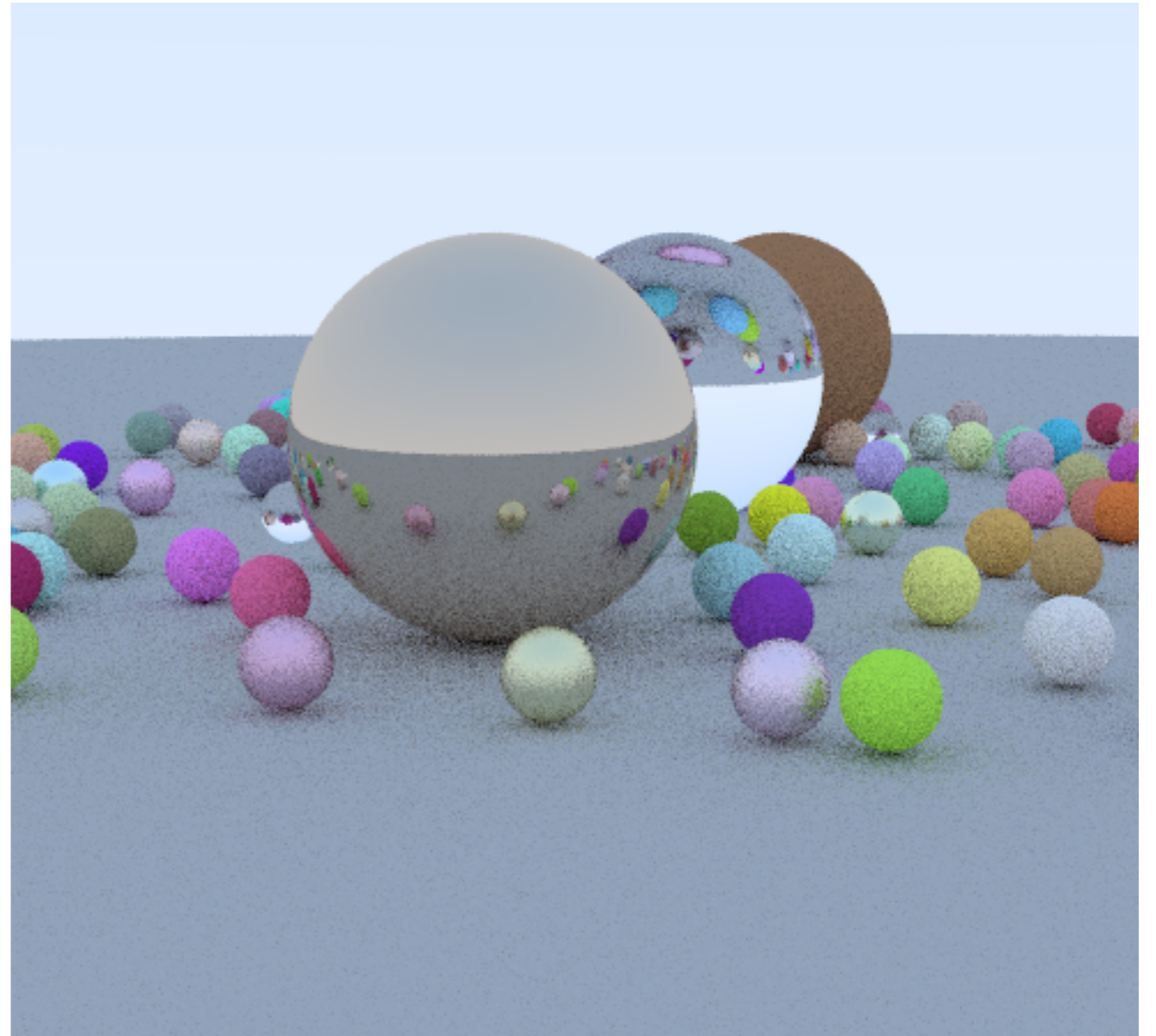
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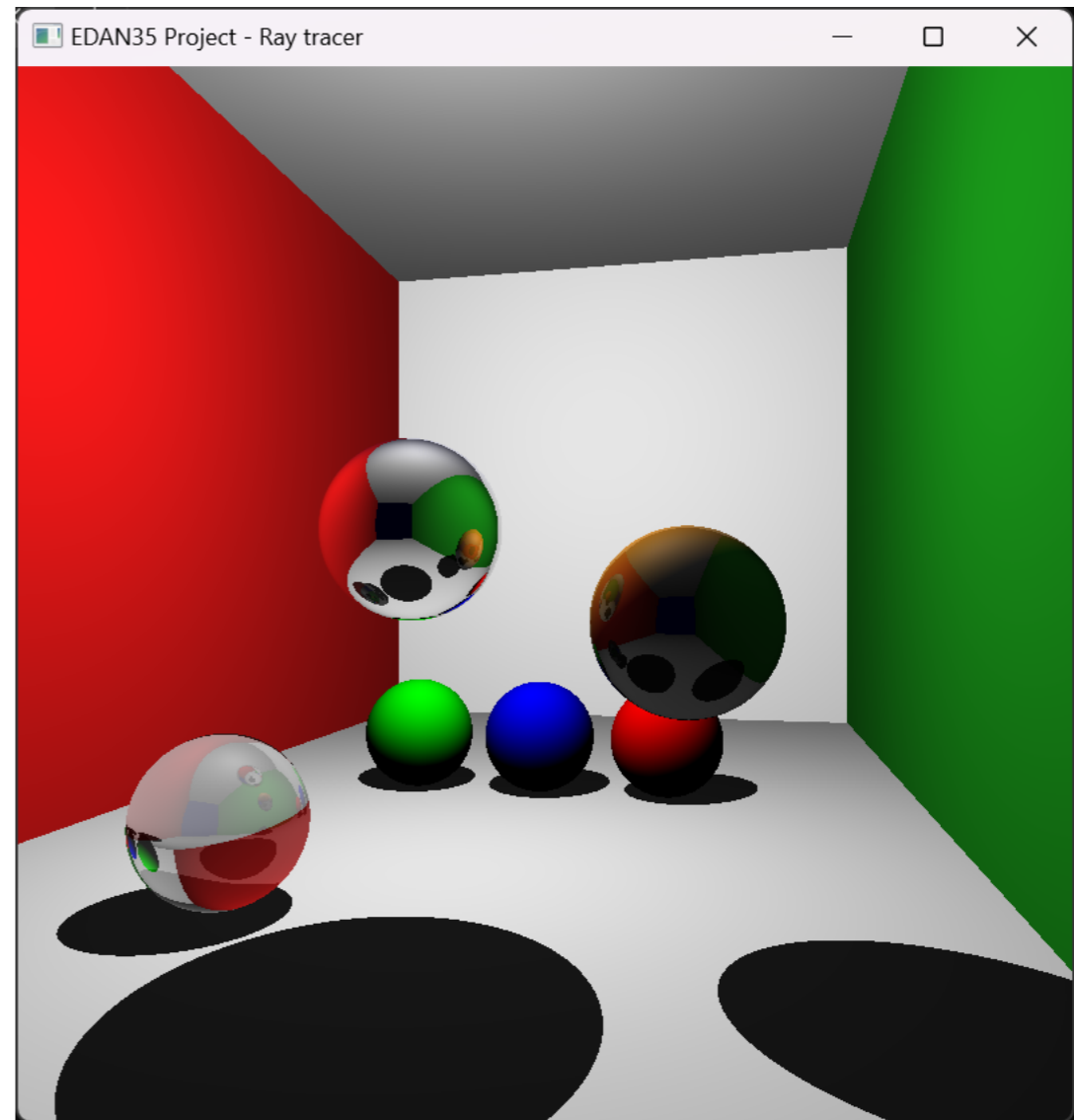
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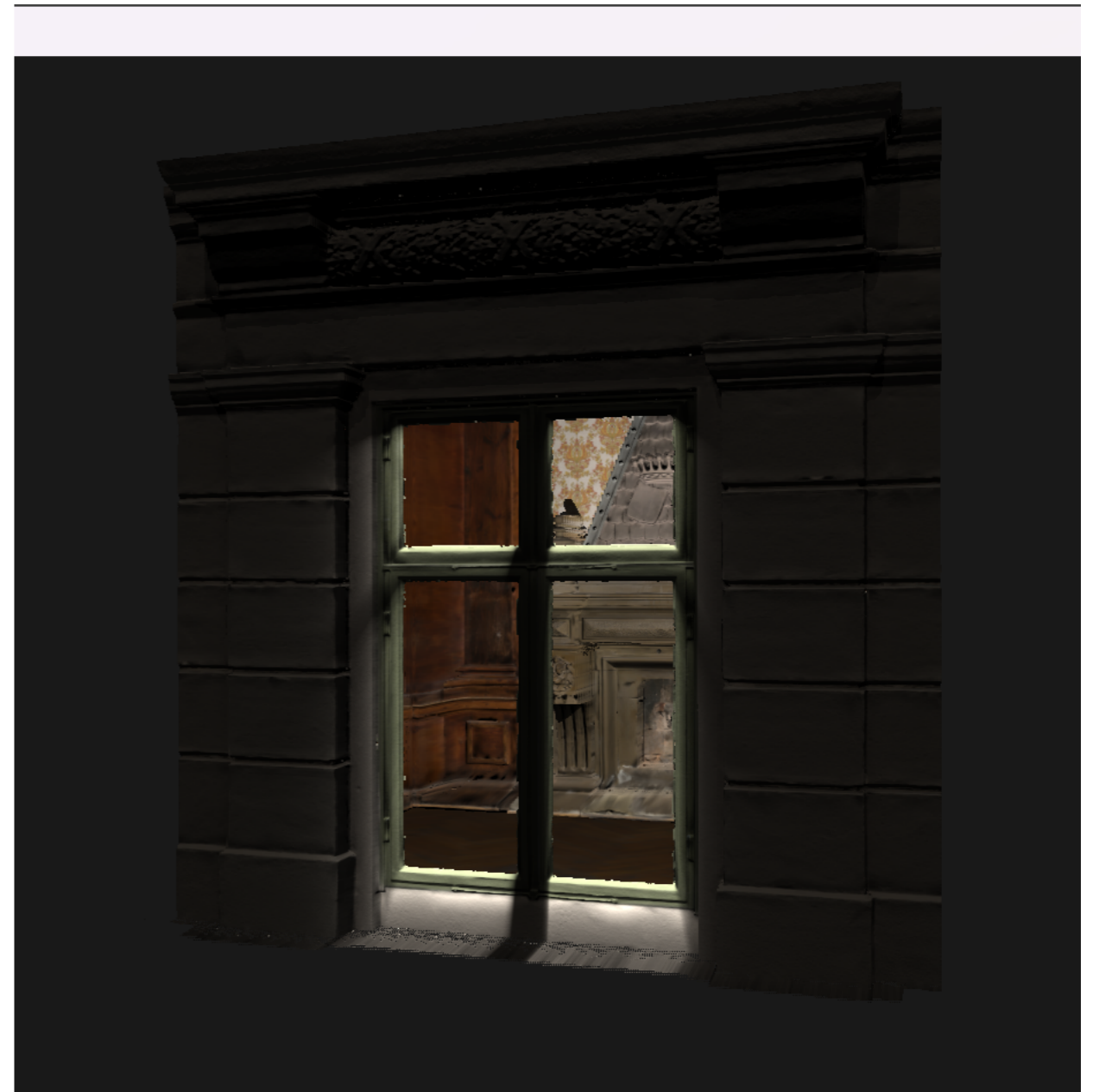
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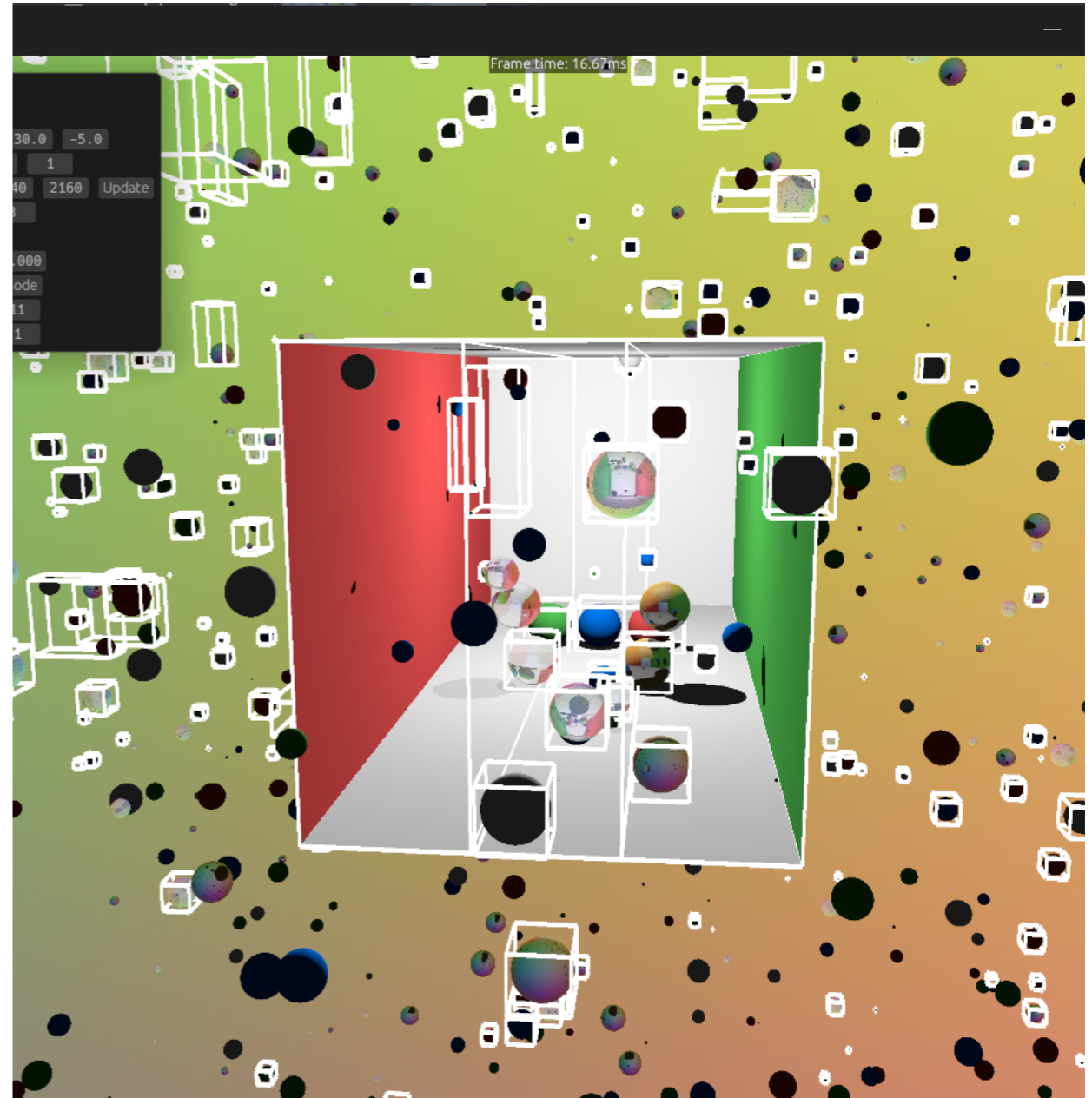
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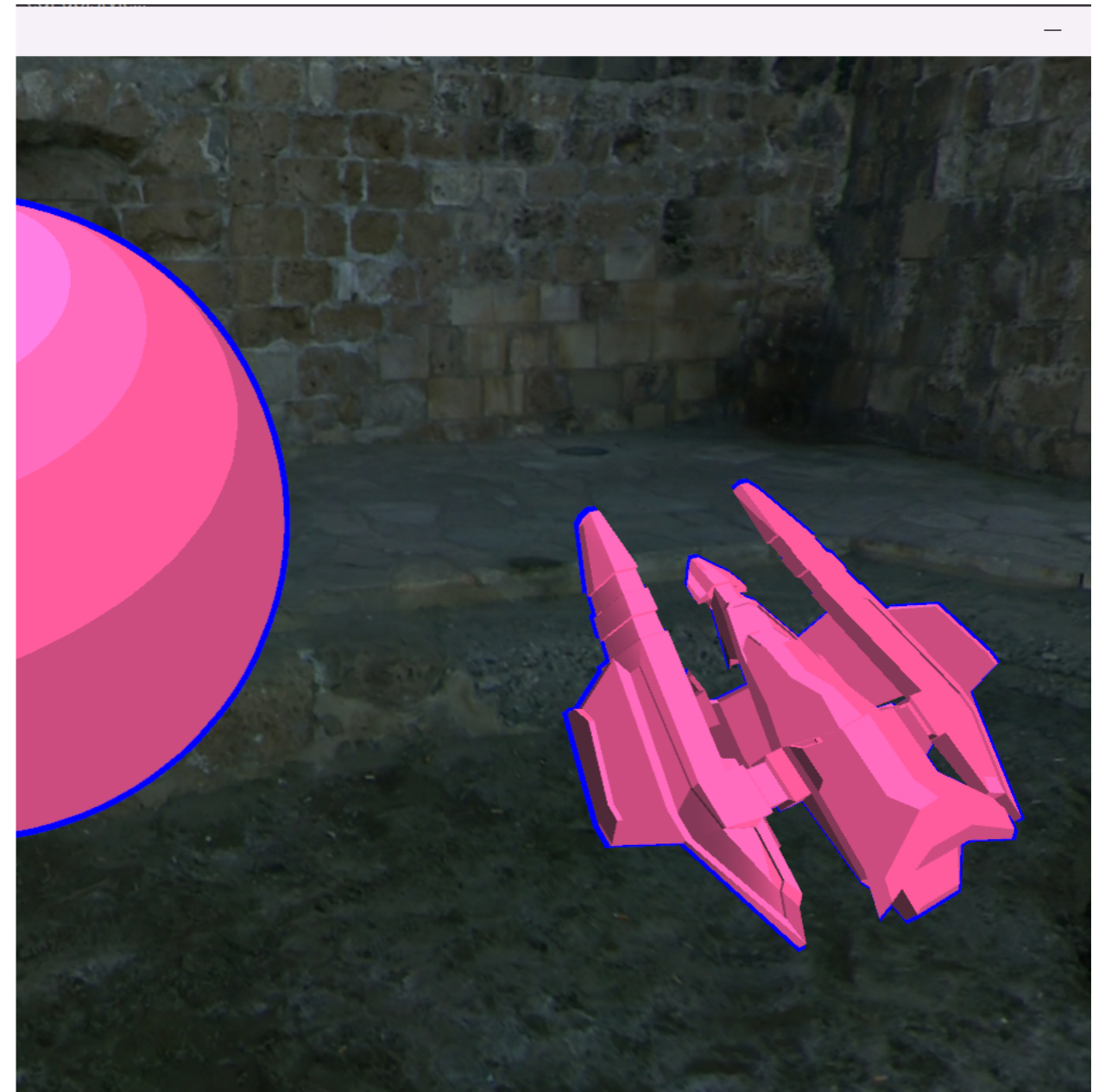
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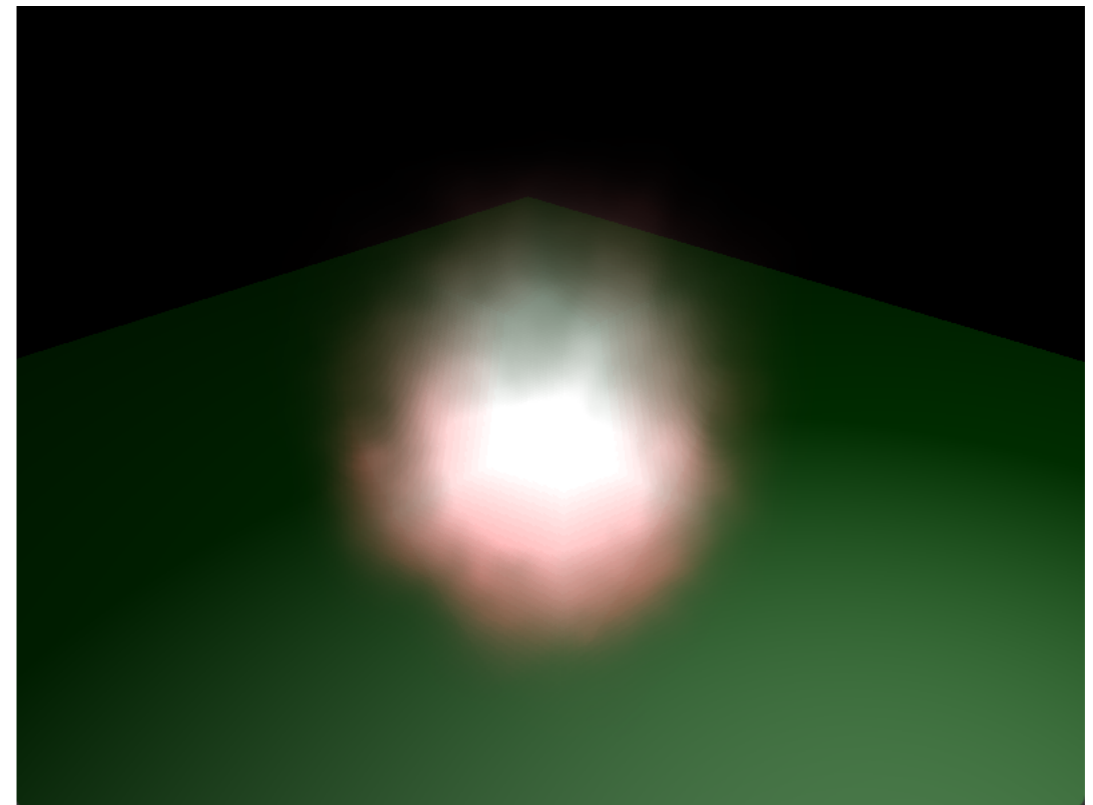
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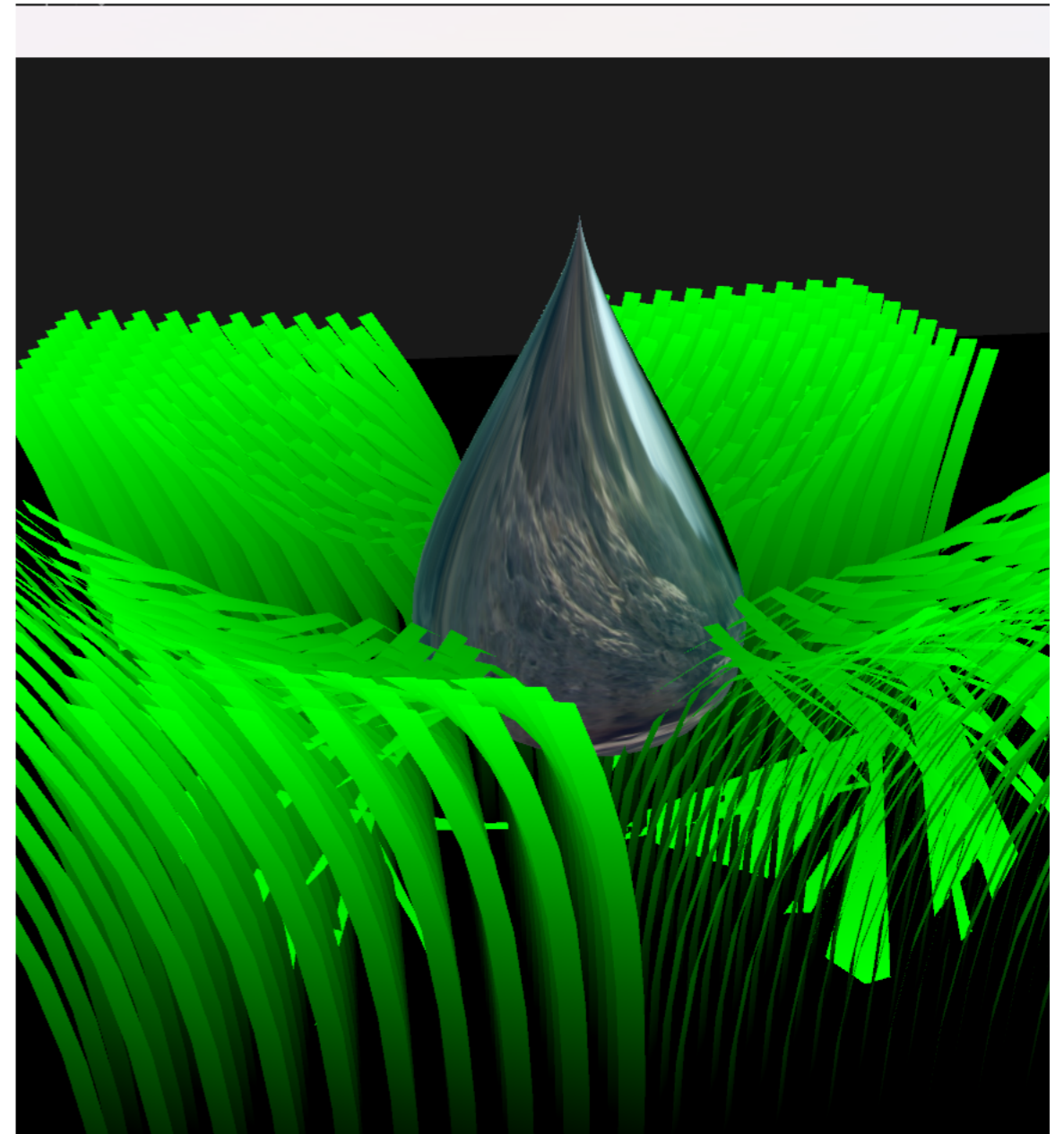
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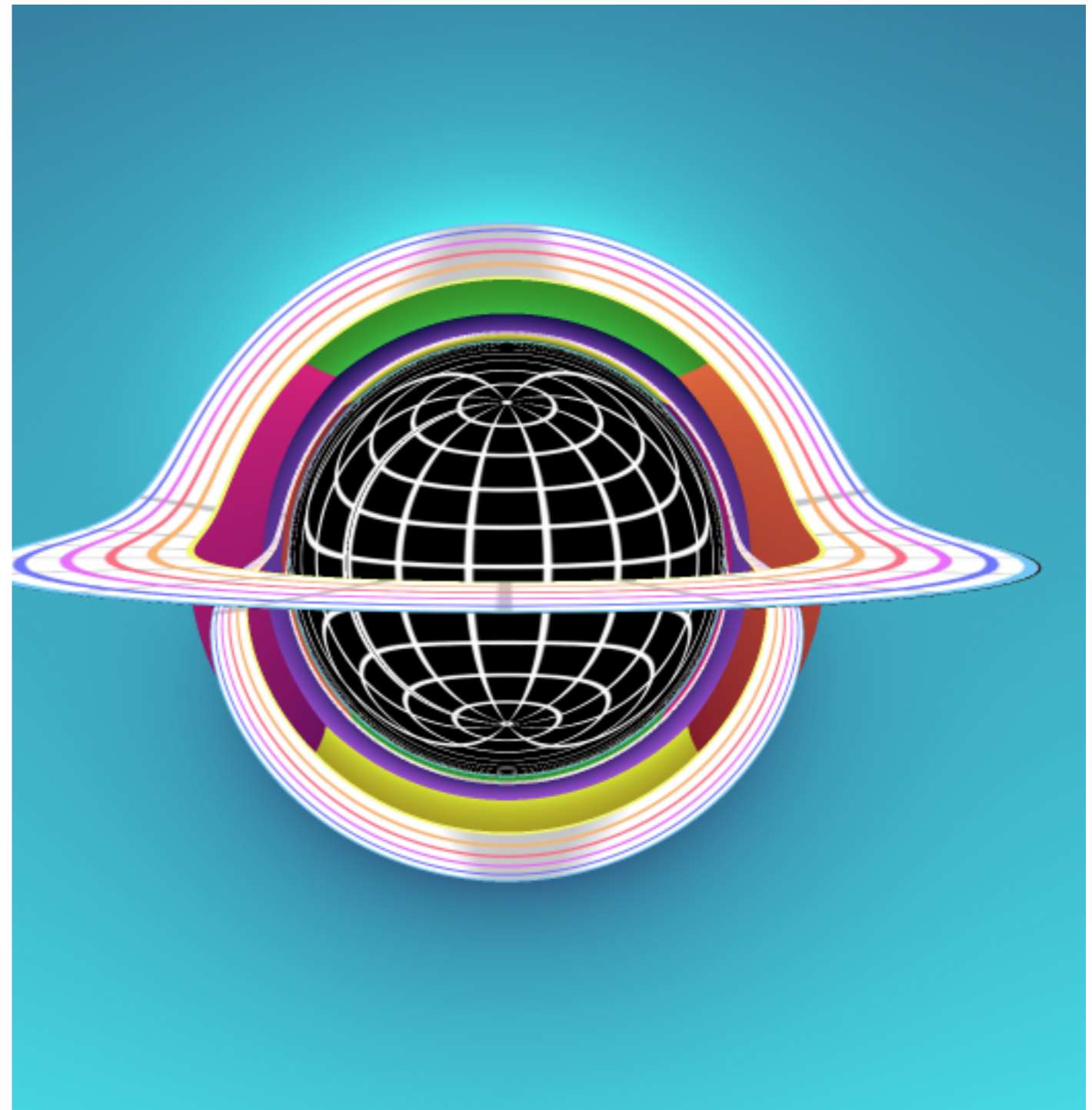
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12. **Grass - Lucas & Michal**
13. **Black hole - Pontus**



The jury will leave us now...

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



**Who won?**

# Project Results

- 1. Niklas Sandén - BVH construction**
- 2. Pontus Rosqvist - Ray Tracing a Black Hole**
- 3. Eliseu Amaro and Edwin Gustafsson - POM and interior mapping**

**Honourable Mention - Emil Manelius and Teodor Åberg - 3D Fluid Simulation**

**THE  
END!**