For the final project, we ask you to render a realistic image of an object or scene of your own choice. Your rendering should include advanced algorithms, for example the ones presented in the second and third part of the class such as

- Soft shadows
- Path tracing
- Photon mapping
- Radiosity

**Project Proposal**

We ask you to prepare a project proposal describing the image you want to render. Try to find example photographs illustrating your project and include them in the proposal. Summarize the rendering algorithms you are planning to implement and find papers that describe them. Submit your proposal via email to turnin@graphics.ucsd.edu. The deadline is Wednesday May 24.

We encourage you to discuss your proposal with us (TA and professor) before May 24. We will be able to assess the feasibility of your project or point you to relevant papers.

**Project Presentation**

We will organize a project presentation session on Monday, June 12, of final’s week. It will take place from 7pm to 10pm in the CSE building, the room is to be announced. We will ask you to make a five minute presentation of your results and the algorithms you implemented. Pizza and soda will be provided during the presentation session.

The deadline for submitting your material is right before the presentation session, i.e., June 12, 7pm. Your final submission should also include a short, 2-3 page summary of your project as a web page. Submission is via email
to turnin@graphics.ucsd.edu as always. Please include all your material, i.e., source files, project or make files, result images, and the project summary, in a packed archive.

Grading

The final project will account for 30% of the final grade. Our evaluation will be based on the technical skill shown in your rendering software and the quality and originality of the rendered image.

You may work on the final project in groups of up to three students. If you do so your project proposal and summary need to identify precisely which participant is responsible for which part of the project. We will use this information for individual grading.

Rendering Competition

During the project presentation, a panel of independent judges will evaluate your results based on their originality, innovation, artistic quality and technical skill level. The best contributions will be honored by the following awards:

- Grand Prize: A contribution of $1000 to a trip to SIGGRAPH or an other computer graphics conference.
- First Prize: A gift certificate for books valued $100.
- Honorable Mention: A gift certificate for books valued $50.