

CIS 565: Student Presentation Topics

Spring 2012

Due Tuesday, 02/07, via email to Patrick, pjcozzi@siggraph.org

Email your top three topic choices, in preference-order, e.g.,

1. Alternative Rendering Pipelines
2. Anti-Aliasing
3. Hair Rendering

If any of your choices are not listed below, please include additional details. Topics are first come, first serve. Reply early to ensure your top choice.

Suggestions

Graphics

- Spatial Datastructures
- Alternative Rendering Pipelines
- Skin Rendering
- Hair Rendering
- Non-Photorealistic Rendering
- GPU Ray Tracing
- Volume Rendering
- Translucency
- Shadows
- Noise
- OpenGL 4 and Tessellation Shaders
- Anti-Aliasing

GPU Computing

- Artificial Intelligence
- Collision Detection
- Computational Finance
- Computer Vision
- Cryptography
- Fluid Simulation and Rendering
- Video Encode/Decode
- Databases

General Architecture

- Game console architectures

Format

- Length: 25 minutes total
 - 20 minutes - presentation
 - 5 minutes - questions
- Expect 10-20 hours to prepare
- Include videos if available
- Credit all image, videos, etc.
- Provide references at the end of your slides

We will provide you with an outline and recommended references.

Use your presentation as an opportunity to research for your final project.

Grading

- 50% - Slides
- 40% - Presentation
- 10% - Answers to questions
- 10% - Extra Credit: Make a video of your slides with a voice over, which we will post on the course website. The audio of your talk will be recorded and provided to you.

The presentation is 10% of your total grade.