

## A5 Project Proposal

Title:

Name:

Student ID:

User ID:

# 1 Purpose

To tie together three totally unrelated rendering issues.

# 2 Statement

For Ray Tracers: Paragraph describing interesting scene to be rendered and what features are needed to achieve this scene.

Paragraph: What it's about.

Paragraph: What to do.

Paragraph: Why it is interesting and challenging.

Paragraph: What I will learn

# 3 Technical Outline

Basically, your objectives in your objective list should be fairly short statements of the objective; you should provide additional details about your objectives in this section to clarify what you plan to do.

Further, survey the important data structures and algorithms that will be necessary to achieve the goals, and (for ray tracing projects) lists the new commands that will need to be added to the input language.

To get bold face: **bold face words**. To get italics: *italic face words*. To get typewriter font: `typed words`. To get larger words: large words. To get smaller words: small words.

# 4 Bibliography

Articles and/or books with important information on the topics of the project.

## Objectives:

Full UserID:\_\_\_\_\_ Student ID:\_\_\_\_\_

- \_\_\_ 1: Objective one.
- \_\_\_ 2: Objective two.
- \_\_\_ 3: Objective three.
- \_\_\_ 4: Objective four.
- \_\_\_ 5: Objective five.
- \_\_\_ 6: Objective six.
- \_\_\_ 7: Objective seven.
- \_\_\_ 8: Objective eight.
- \_\_\_ 9: Objective nine.
- \_\_\_ 10: Objective ten.