Graphics Effects for a Novel Graphics Pipeline
Bachelor’s Thesis / Master Project / Master’s Thesis

Description:
We are developing a novel object space shading based graphics pipeline using the Vulkan API. It is an interesting challenge how to implement commonly used real-time rendering techniques using our pipeline. This project focuses on implementing such techniques with our novel rendering pipeline. There are many possible techniques that could be implemented based on your interest and experience level. Examples are shadow mapping, skeletal animation, screen space ambient occlusion, particle systems and physically based rendering.

Objective:
- Decide which techniques to implement
- Plan how to implement the techniques in our pipeline
- Implement and evaluate the techniques

Qualifications:
- Experience in C++
- Experience in OpenGL or Vulkan
- Interest in Real-time computer graphics

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