

# Computer Graphics

Lecture 26

**Grad presentation: Ambient Occlusion and Volume Lighting**  
**Splines, continued (if time permits)**

# Final Project Milestone: What to submit

1. Briefly describe your progress. Address all items that were in your project proposal for the milestone.
2. Provide instructions for running your code, and a description of what I should expect to see when I do so.
3. If the project's goals need to change at all (adjust scope or further clarify goals), provide an updated set of goals for your final deliverable. Explain each change with respect to your original goals.

# Final Project Milestone: How to submit

- By Wednesday 3/4, 10pm:
  - Reply to the Discussion I created on your group's homepage
  - Be sure you've given me (swehrwein) access to your github repo before the deadline.
- NB: I can't get notifications when you reply to group discussions; if you need a response, email me.

# Final Project Showcase

- Tuesday 3/17 9:00am - 10:00am  
in our normal classroom (CF 227)
- Nominal extra credit for attending
- 3 minutes per group - show us your images/  
videos/interactive system



# A design thing

- <http://www.warning-office.org/wo-in-plain-site>

# Hermite Splines: Demo

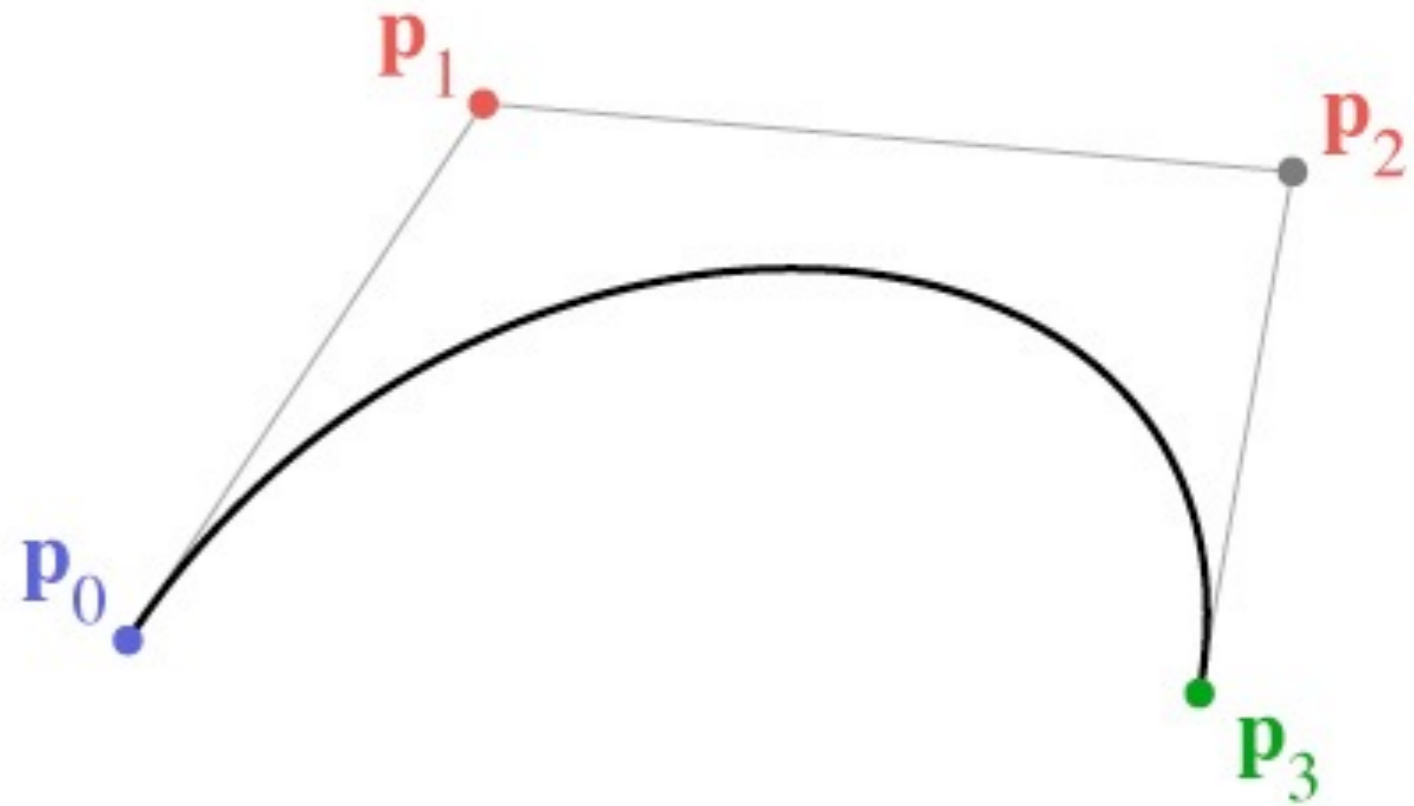
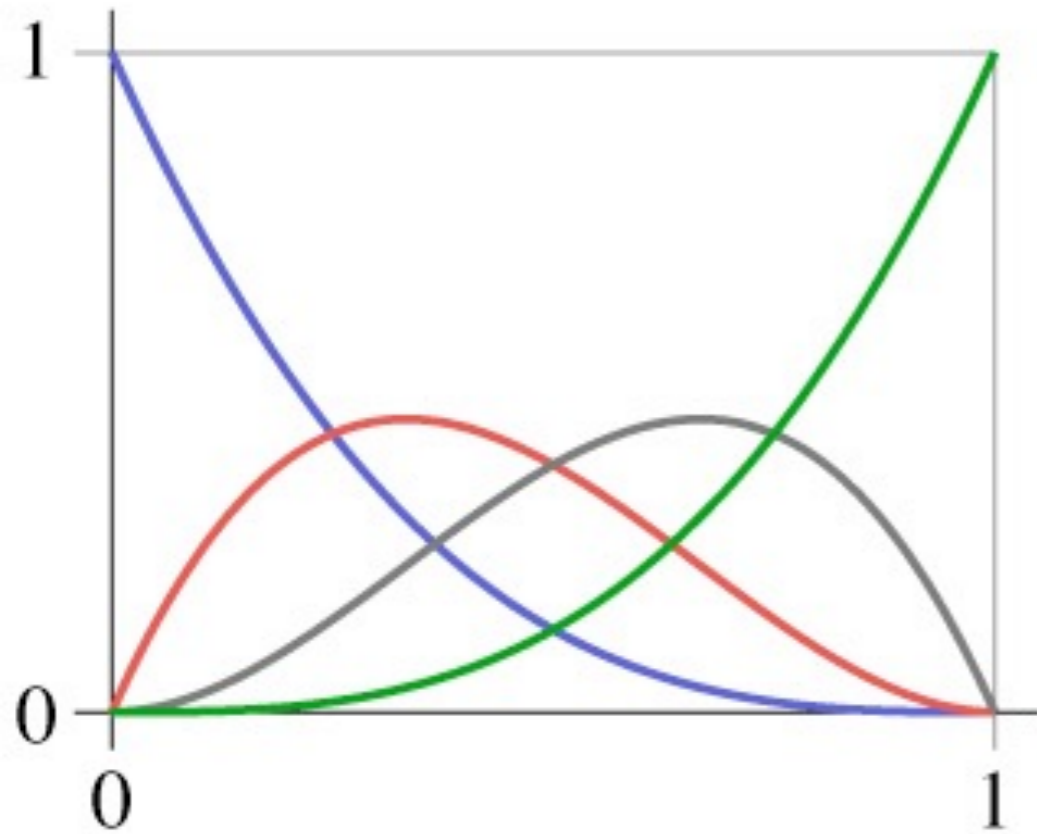
<https://www.desmos.com/calculator/5knm5tkr8m>

# Bezier Curves: Demo

- <http://math.hws.edu/eck/cs424/notes2013/canvas/bezier.html>



# Blending Functions



# Cubic Bezier blending functions

