

**Projects from Course „Advanced Rendering“,
Master Level, Computer Science, University of Paderborn, Germany,
SUBMITTED TO ACM SIGGRAPH 2012,
Los Angeles, August 5-9, 2012**

In the one-semester course „Advanced Rendering“ (Computer Science, Master level), students (im)prove their skills in real-time rendering. Their final project is a real-time animation featuring image based effects and GPU shaders, such as water or grass shaders, environmental mapping, normal or bump mapping, caustics, particle effects, motion blur, blooming, lens flares, on a given theme. The theme for 2012 was a model of the University of Paderborn, generated by the Media Science Department for this year’s 40th anniversary. The computer science students produced short animations on how they wanted to see their university (through a pink bubble, underwater, during four seasons, etc.) using OpenGL and Cg Shaders.

I submitted 12 pictures to the Faculty Submitted Student Work - they are still pictures from animations as explained above.

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