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Real-Time Graphics Project

For my RTG project I have decided to do a small fps called Dark Alley. As the name suggests it is located in a small alley, old broken down, with a lot of creepy things crawling around. What I want to demonstrate in this demo is the implementation of volumetric lights. The idea is that all the lights are dynamic with a lot of objects moving around all the time. Time permitting I would also implement other, smaller effect in order to build up the atmosphere. I will work on an athlon 2200+ processor, nvidia 6800 and 512 MB ram. Would prefer working in Microsoft Visual Studio 2005 under OpenGL, pixelshader 3.0, but could adapt to other environments if need be.