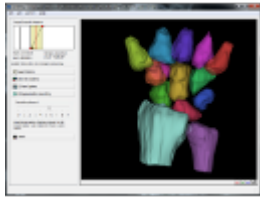


# Projects



## TurtleSeg

2011

Interactive 3D Image Segmentation Software. Developed with Dr. Ghassan Hamarneh and Dr. Rafeef Abugharbieh, and the University of British Columbia.

## Linfinity (Dynamic 3D Scene Graphs)

2008

By relatively defining objects by smaller (possibly self-similar) objects, we can construct 3D scenes where the user can zoom in or out forever.

## Virtual Foosball

2006

Virtual Foosball is a networked 3D simulation of the game of foosball. It contains features such as instant replays and arcade mode.

## Marching Tetrahedrons Screensaver

2004

A screensaver composed of moving amorphous blobs that change colours. It includes an implementation of the marching tetrahedrons algorithm.

## 2D Implicit Surface Screensaver

2004

A screensaver composed of moving 2D amorphous blobs. The outlines of the blobs are rendered, and determined through an implementation of a marching squares algorithm.

## Software 3D Renderer

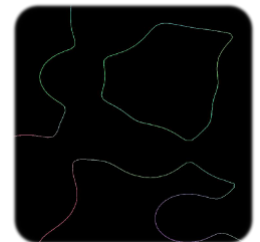
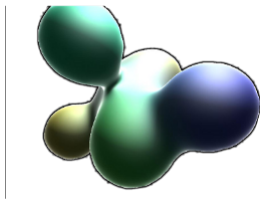
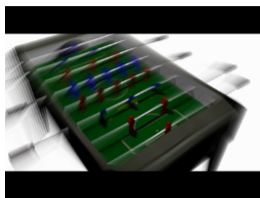
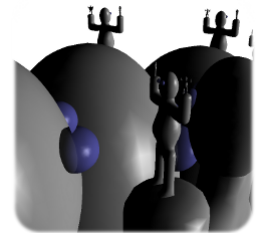
2003

A software 3D rendering engine that I had developed. It supports textures, bilinear filtering and loading Quake 2 models.

## Half-Life Model Viewer

2004

A demo application that will load Half-Life models and then play through their animations.





## 3D Iterated Function Systems

2007

A summary paper of a project for rendering definitions of iterated function systems in 3D.