

Graphics Portfolio: BAERT JEROEN

CONTACT INFO

Because this is the web version of my resume, I removed personal contact details like my address and telephone number. Please contact me to request this info.

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GRAPHICS WORK

A small selection of graphics-related work I've done.

» Thesis Renders – January 2010

All these renders are showing meshes with contours and suggestive contours overdrawn. They are generated at interactive rates using a GLSL shader. With efficient implementation and optimisation, these relatively large meshes (>300k polygons) can be manipulated **in real-time**.

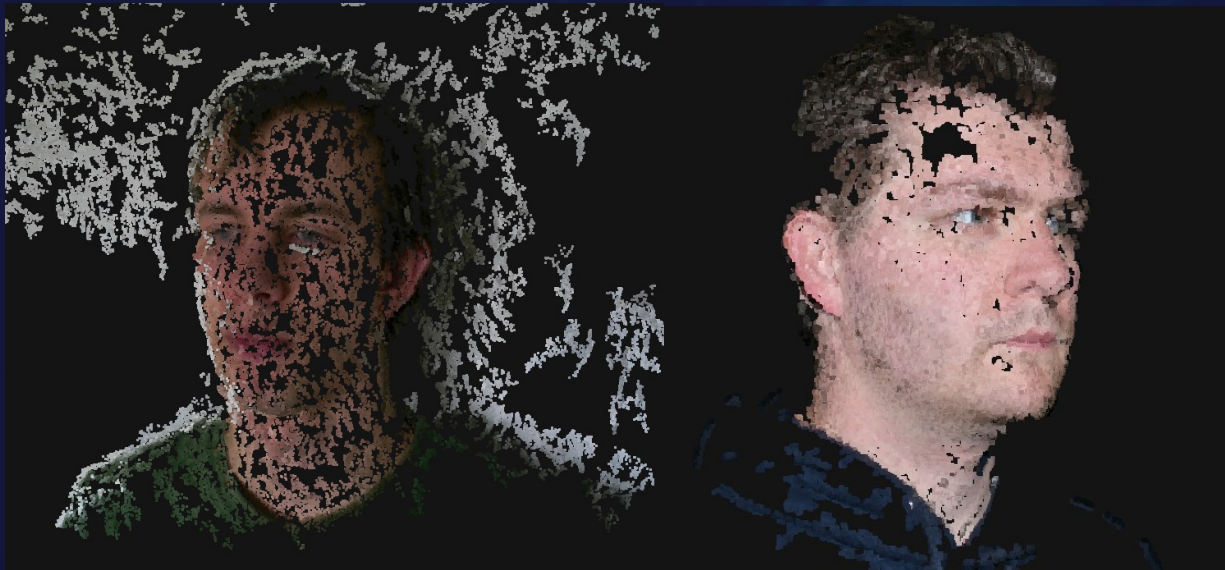
→ Up-to-date information about my thesis can be found on www.forceflow.be/thesis



» **Capita Selecta Project – May 2010 (Work in Progress)**

Using a standard photo camera, capture pictures of objects and buildings, and apply Structure From Motion and Point-Based Multiview Stereo techniques to reconstruct a colored point cloud / 3d mesh of the original object.

In addition, movie-to-model techniques and remeshing the point cloud techniques were studied too.



» **Java-based Rasterizer – November 2008**

Diffuse/Phong lighting, 2 light sources and Perlin Noise bump-map.



» **Nuclear Dawn Promotional Shot – November 2008**

Running on a modified version of the Source Engine (by Valve Software).
Environment art by Robert Briscoe.



» **Nuclear Dawn Shader Shots – July 2007**

These shots demonstrate the custom phong shaders (HLSL) implemented for the project.



» **Early mapping work – 1999-2004**

The first steps into the interesting world of computer graphics and game development.
(*Environment maps for the GoldSource engine, TuxRacer and Radiant*)

