TPA 3: Advanced rendering methods involving atmospheric effects/ fog on outdoor scenes

Description of the problem:

- Output should be a short video animation.
- Scenes must have soft objects like trees, grass; and flying objects like birds, butterfly etc.
- Background sky with haze, light drizzle;
- high-rise buildings or rocky terrain interlaced with trees/bush etc.

2. Interactive rendering of atmospheric scattering effects using graphics hardware; Yoshinori Dobashi, Tsuyoshi Yamamoto, Tomoyuki Nishita;
Proceedings of the ACM SIGGRAPH/EUROGRAPHICS conference on Graphics hardware, Pages 99 – 107, Eurographics Association Aire-la-Ville, Switzerland.


