

SHADOWING AND LIGHTING ACCELERATION

The topic is accelerating shadowing and lighting which all of the chapters have directly focused on these concepts. Mainly the thesis has focussed on shadow volumes and tried to increase the speed of rendering in these types of shadows by culling/disregards some none relevant parts and items.

The work is original and there are quite a number of contributions in terms of the robustness and fast shadow generation with respect to accelerating the rendering. The main contributions go to accelerating the shadows volumes. However, in some parts, the focus is on the robustness of the shadows.

Has the core of the doctoral thesis been published at an appropriate level?

Yes. The candidate has quite a number of high-quality publications in high ranked conferences and journals in the area of computer graphics which confirms the novelty of the work. These included publishing in:

- 1-22nd International Conference in Central Europe on Computer Graphics,
- 2-In WSCG 2015
- 3-SCCG 2013
- 4-ICAT-EGVE 2015

Does the list of the candidate's publications imply that he is a person with an outstanding research erudition?

Not only the publications but also the thesis content are prepared with some innovations. However there are several corrections on the structure of the thesis. Both the thesis and publications show that the candidate is an outstanding research erudition.

Conclusion

I liked the way candidate has introduced himself through the PhD journey at the beginning.

Furthermore, loads of novelties and contributions made me impressed.

In general, I can see several novelties and contributions which are more than a PhD but the structure of the thesis is not well organised. I believe the candidate has met the requirement of the PhD and should be awarded a PhD in Computer Graphics.

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