# UNIVERSITY OF SILESIA FACULTY OF SCIENCE AND TECHNOLOGY

### Name and surname

# Project's title

(project for the name of the classes)

# 1. Introduction

A short introduction into project's subject, and a description on the aim of the project.

## 2. Theory and algorithms

Describe the whole theory (definitions, theorems), algorithms (pseudocode, and not the code).

All the algorithms, figures, tables should be numbered and they should have at least one reference in the text (Algorithm 1, Tab. 2.1, Fig. 2.1).

**Definition 2.1.** Definition's content... The defined notion should be *emphasized*.

**Theorem 2.2.** Theorem's content.

Example 2.3. Example's content.

Table 2.1. Table's caption

Header 1	Header 2	•••	Header $N$
Value 11	Value 12	• • •	Value 1 <i>N</i>
•••		• • •	•••
Value M1	Value M2	• • •	Value MN

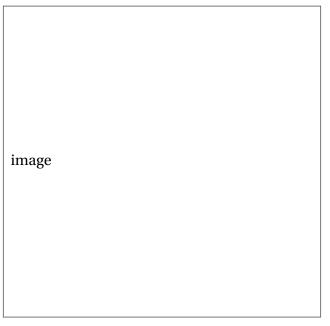


Figure 2.1. Caption's content

# 3. Description of the program

Describe in which programming language the program was written, which libraries and other software was used.

#### 3.1. Program's capabilities

Describe which capabilities, regarding the project's theme, the program possesses.

#### 3.2. Description of the program

A short user guide of the program.

## **Bibliography**

- [1] Haines, E., Akenine-Möller, T.: Bézier Triangles and N-Patches. (2002) https://www.gamedeveloper.com/programming/b-zier-triangles-and-n-patches
- [2] Henriksen, K., Sporring, J., Hornbaek, K.: Virtual Trackballs Revisited. IEEE Transactions on Visualization and Computer Graphics 10(2), 206-216, (2004)
- [3] Shoemake, K.: ARCBALL: A User Interface for Specifying Three-dimensional Orientation Using a Mouse. [in:] Proceedings of the Conference on Graphics Interface '92, Vancouver, Canada, pp. 151-156, (1992)
- [4] Shreiner, D., Woo, M., Neider, J., Davis, T.: OpenGL Programming Guide, 6th Edition. Addison-Wesley, (2008)