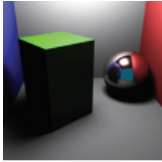




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Captain Photon

<http://a-lex.powelltown.com/captainphoton.php>

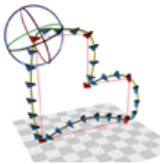
Captain Photon is an implementation of a photon mapping renderer written in Objective-C and C++ for Greg Turk's Advanced Image Synthesis class.



GRAPE

<http://www.cc.gatech.edu/computing/grape/>

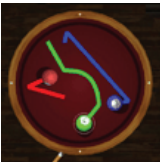
GRAPE is a research group that I started at Georgia Tech. The group focuses on utilizing GPUs in clever ways to attack both graphics and non-graphics projects.



Morphine

<http://a-lex.powelltown.com/morphine.php>

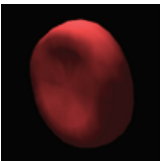
Morphine is a document-based morphing/animation application. Morphine creates animations that morph smoothly from one triangle mesh to the next while smoothing out the rotational and translational movements, resulting in a looping animation that can be played in real time or saved as a QuickTime movie.



TRING

<http://tring.powelltown.com/>

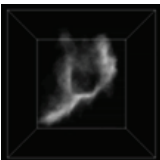
TRING is a cross-platform (Windows/OS X) video game implementation of a variation of Carom Billiards that was invented by Jarek Rossignac. Its technical features include a closed-form solution to collision prediction between billiards balls (including spin) and the table.



Phage

<http://a-lex.powelltown.com/phage.php>

Phage is a video game where you pilot a tiny ship through a blood stream to kill some viruses. This game was written for Chris Shaw's Video Game Design class.



Smoker

<http://a-lex.powelltown.com/smoker.php>

A fluid motion simulator loosely based on Jos Stam's stable fluids. Created for a digital video effects course.

SELECTED PROJECTS

For more projects, see <http://a-lex.powelltown.com/projects.php>