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## Abstract

Over the last fifty years, three-dimensional computer graphics has revolutionized the film industry. Three-dimensional images on mobile devices, however, have not followed suit because of the small amount of processing power available. In this paper, a brief look into the history of algorithms that have been instrumental throughout the development of three-dimensional images is given. The findings found from creating a custom ray tracer and the differences between rendering times on a laptop versus two different mobile devices are then presented. Lastly, a summary of all of the findings and ideas about how these algorithms can be improved to run more efficiently on mobile devices are offered.

Honors College  
Ball State University  
Muncie, IN 47306