

4th year Projects: Poster presentation

In some departments, you present your 4th year project work in a poster presentation. This poster presentation may be to report your progress after one semester, or to report your completed project at the end of two semesters. These guidelines provide helpful advice about devising and presenting posters, with information about:

1. The poster presentation
2. Poster template
3. Good example of poster

1. The poster presentation

Purpose

The **purpose** of a poster is to present a visual display of your investigation. An effective poster combines textual and visual communication in an attractive and informative way.

Features of a good poster

A poster communicates effectively if it:

- quickly orients the audience to the topic of the research by having an informative title and supporting images
- uses clear descriptive section headings - eg motivation or research problem; research aims; method; results; conclusion/ outcomes.
- provides concise information and avoids large blocks of text
- has an appropriate balance of text and graphics
- has a strong visual impact
- has clear logical connections between text and graphics
- has a clear reader pathway
- has effective use of colour.

Giving the presentation

Usually you have to present the information contained in your poster in a short oral presentation. Here you stand beside your poster and speak for 5 – 10 minutes elaborating on the important points that are highlighted in the poster. You use the poster as a prompt for your talk, moving through each section, explaining the key information and providing more detail.

Question and answer

There is a short question and answer session at the end of your presentation. Prepare for this by thinking carefully of possible questions that the audience will ask about your project work, and by then preparing answers.

Other helpful resources

For guidelines on the preparation of posters, samples of posters and ways of evaluating a poster, check <http://www.monash.edu.au/lls/llonline/writing/science/8.xml>

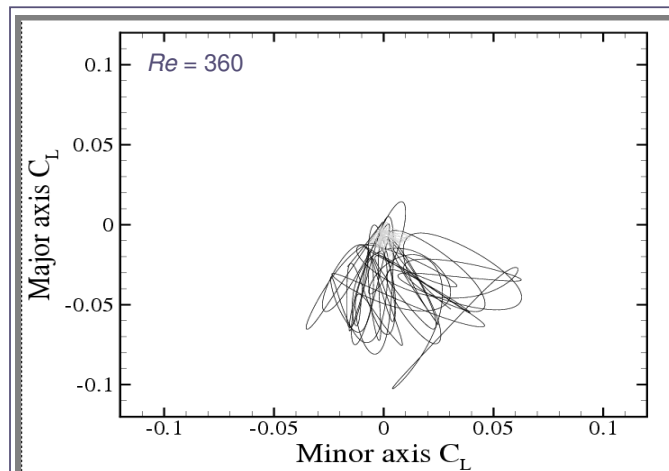
2. Poster Template

Here is a Title which is Quite Long, Otherwise Move Authors' Names Up to Fill Gap

A. U. Thor, W. Riter and S. Criebe

Fluids Laboratory for Aeronautical and Industrial Research (FLAIR), Department of Mechanical Engineering,
Monash University, VIC 3800, Australia

Headings in blue in size 16 pt font.
Use 14 pt Arial font in these blue boxes for text.




An average example of what should be a nice high-impact/high-visibility attention-drawing figure.

More headings
More text.

3. Good example of poster

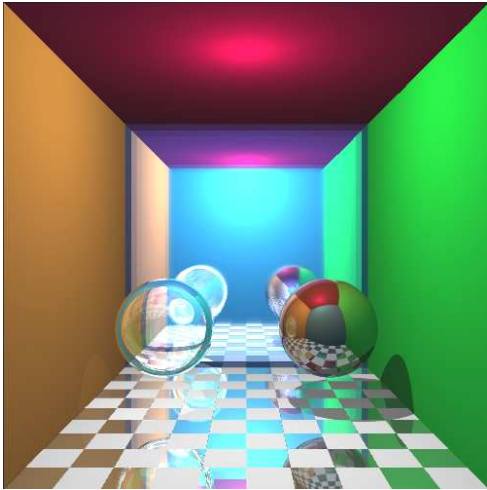
This poster shows how important the visual impact of a poster is. The visual information is eye-catching, attractive and informative, and the use of colour is very effective. The visual information in the images and graph supports and enhances the communication of verbal information in the text.



Accelerated Ray Tracing

Author : A. U. Thor Supervisor : W. Riter

Digital Perception Laboratory, Department of Electrical and Computer Systems Engineering,
Monash University, VIC 3800, Australia



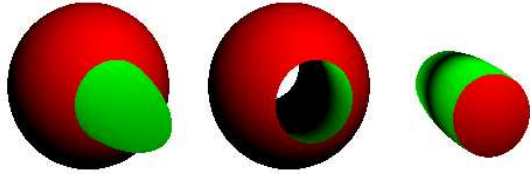
The above image was rendered with the developed ray tracing package

Constructive Solid Geometry (CSG)

Constructive solid geometry is a technique whereby complex shapes can be created from several primitive objects....

This section describes another technique and how it was integrated into the package.

The images shown below depict rendered objects using CSG.



What is Ray Tracing?

Ray tracing is a computer graphics technique for rendering high-quality, photorealistic images ...

This section outlines the background and the problem investigated in this project.

Developing a Ray Tracing Package

A ray tracing package was developed using the C++ programming language...

This section outlines what was done first in the project.

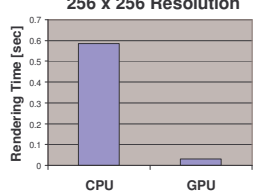
Acceleration and Hardware Implementation

Programmable graphics hardware or GPU's allow programmers to utilise the powerful vector processing units available on modern graphics cards....

This section describes advanced technology that was used to accelerate the ray tracing process.

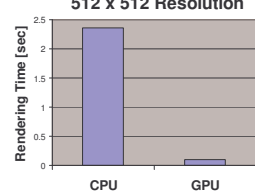
The figures below show the rendering time required for the two implementations on a scene containing 50 spheres.

256 x 256 Resolution



Implementation	Rendering Time [sec]
CPU	~0.65
GPU	~0.05

512 x 512 Resolution



Implementation	Rendering Time [sec]
CPU	~2.3
GPU	~0.1