

# My favorite INF555 project

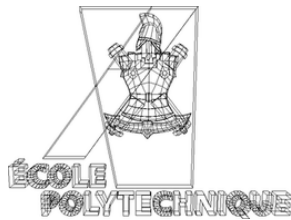
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Ecole Polytechnique, X200?

**Abstract.** Explain concisely what is your project and results about.  
Everything should hold in at most 3 pages.

## 1 Introduction, motivation, ...

This is a very interesting problem of INF555. Look at the 3D model of the X logo in Figure 1. We used techniques introduced in the textbook [1].



**Fig. 1.** A 3D logo of Polytechnique

## 2 Concluding remarks and perspectives

Point out limitations of your project and eventually research items.

## References

1. Frank Nielsen. *Visual Computing: Geometry, Graphics, and Vision*. Charles River Media / Thomson Delmar Learning, 2005.