

# Advanced Computer Graphics (4541.562)

Spring, 2005

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**Classroom:** 302-308

**Time:** Mon, Wed 13:00-14:15

1. Course Description:

This course covers basic algorithms and systems that deal with three-dimensional modeling and processing in computer graphics and 3D games.

2. Prerequisites:

Computer Graphics (4190.410)

3. Grade:

- Midterm: 100 pts
- Final: 100 pts
- Homeworks, Quizzes & Projects: 100 pts

4. Text Book:

- Tomas Akenine-Möller and Eric Haines, *Real-Time Rendering*, 2nd Ed., A.K. Peters, Natick, Massachusetts, 2002.

Weeks	Lectures	Projects
3/2-5	Introduction	
3/7-12	Transformations	
3/14-19	Visual Appearance	
3/21-26	Texturing	
3/28-4/2	Lighting and Shading	
4/4-9	NPR	
4/11-16	Image Based Rendering	
4/18-23	<b>Midterm Exam</b>	
4/25-30	Acceleration Algorithms	
5/2-7	Polygonal Techniques	
5/9-14	Curves and Surfaces	
5/16-21	Intersection Test Methods	
5/23-28	Intersection Test Methods	
5/30-6/4	Collision Detection	
6/7-14	<b>Final Exam</b>	