Advanced Computer Graphics (4541.562)

Spring, 2010

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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, Masachusetts, 2002.

Weeks	Lectures	Projects
3/2-5	Introduction	
3/8-12	Rendering Pipelines	
3/15-19	Transform	
3/22-26	Transform	
3/29-4/2	Acceleration Algorithms	
4/5-9	Polygonal Techniques	
4/12-16	**Midterm Exam**	
4/19-23	Curves	
4/26-30	Surfaces	
5/3-7	Surfaces	
5/10-14	Intersection Test Methods	
5/17-20	Intersection Test Methods	
5/24-28	Collision Detection	
5/31-6/4	Collision Detection	
6/7-18	**Final Exam**	