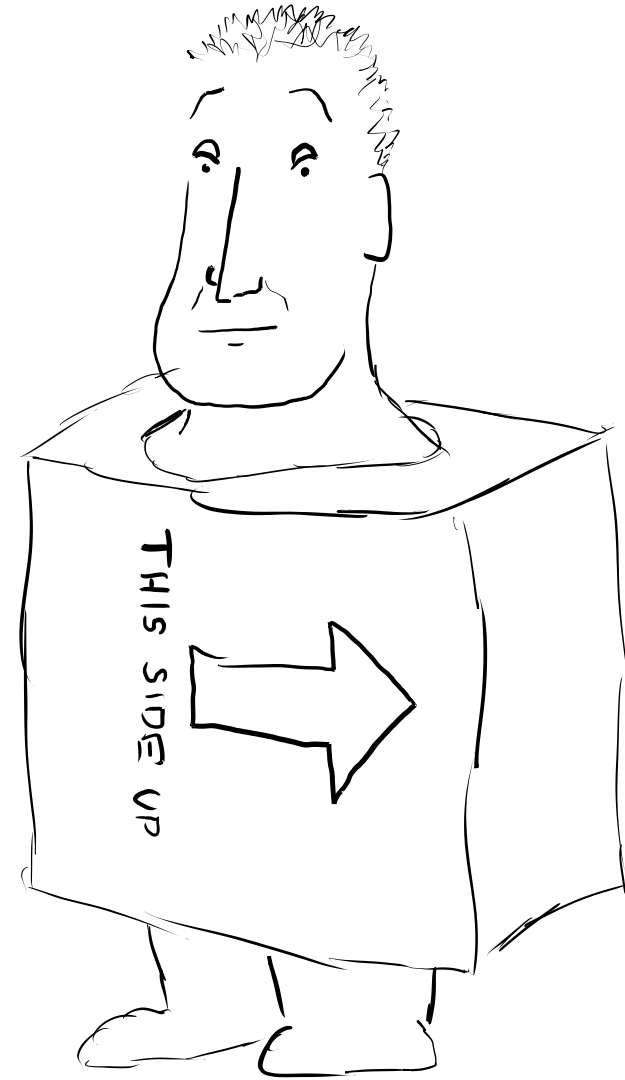


# CS 4810 - Graphics



Tai CON uh Vitch

LCOTH er

# Questions

- me
- class
- graphics
- other

# Physics

# Math

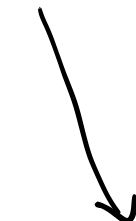
# Algorithms

# Display

light



- reflectance



Raytrace

- Raster

- Pixel

- color model

HDR

Filter

Frames

- Alias

stuff



mesh  
texture



rusty

Dyn Prog

LinAlg

Numerical  
Analysis

