Computer Graphics in Twenty Minutes

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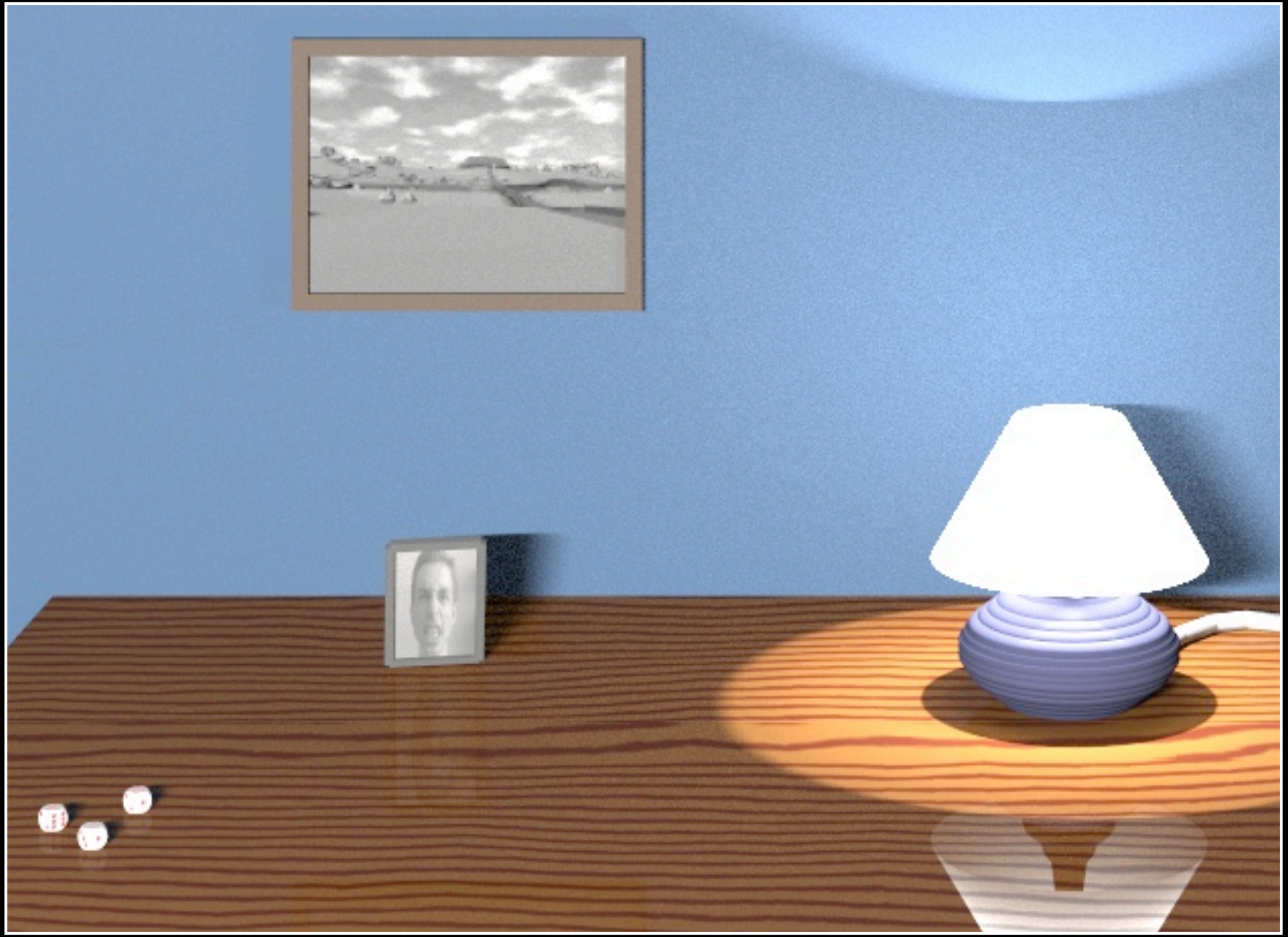
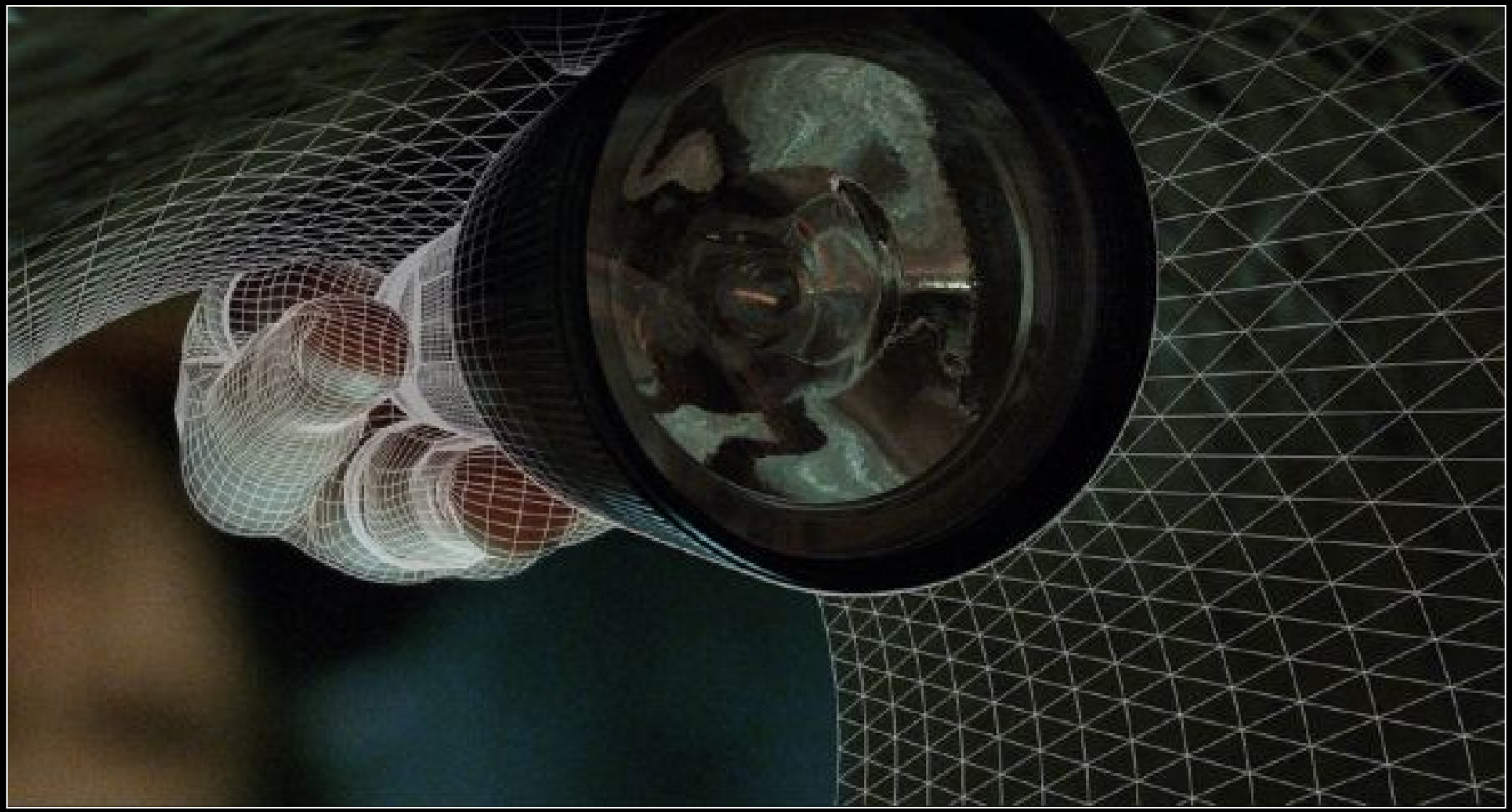
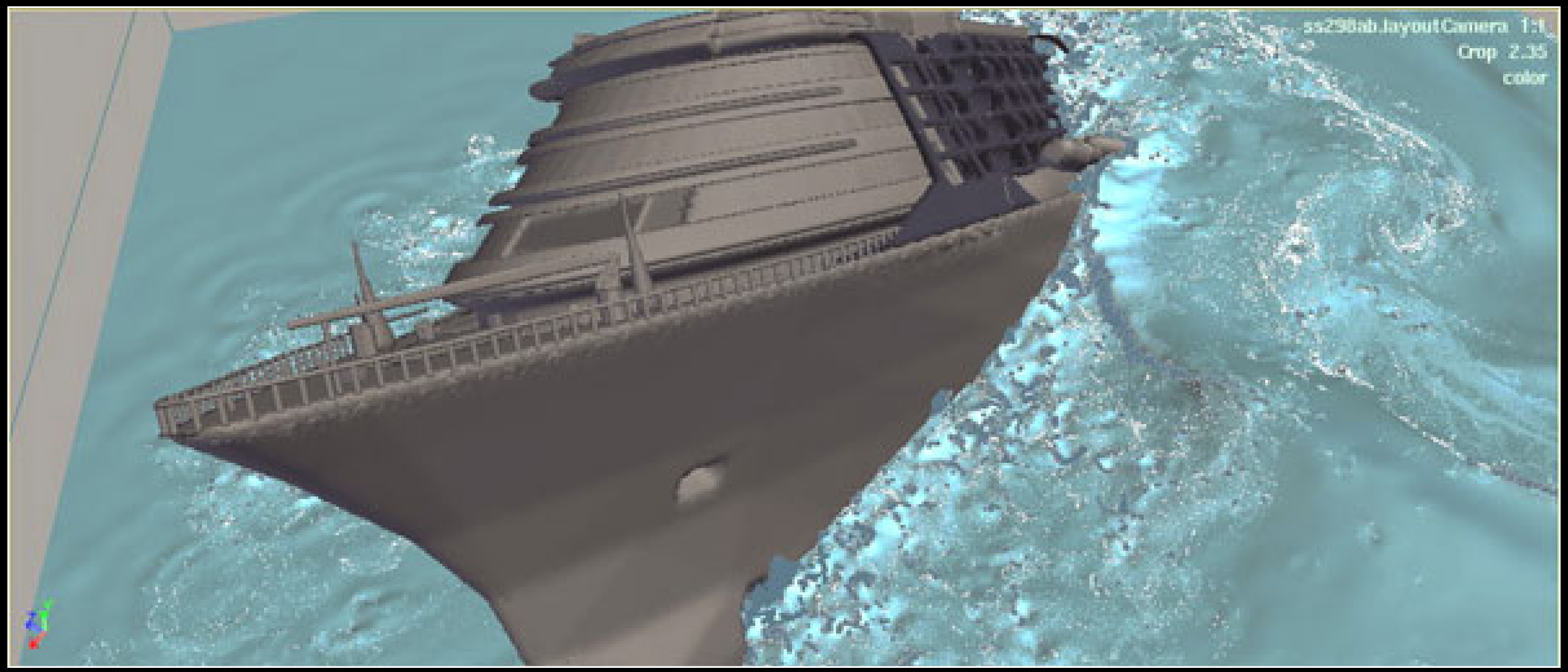
April 16, 2009





POSEIDON


ss298ab.layoutCamera 1:1
Crop 2.35
color

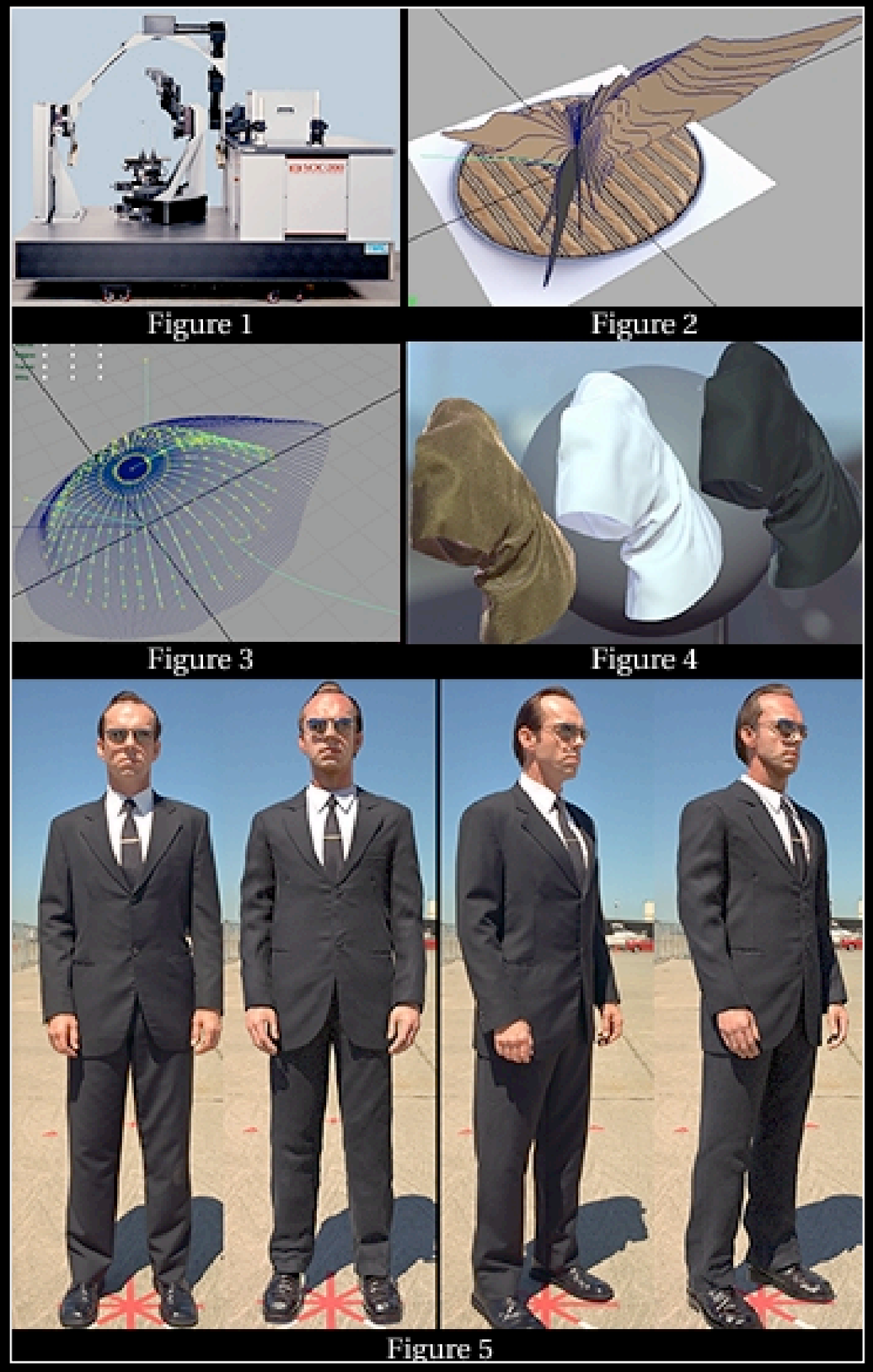


Figure 1

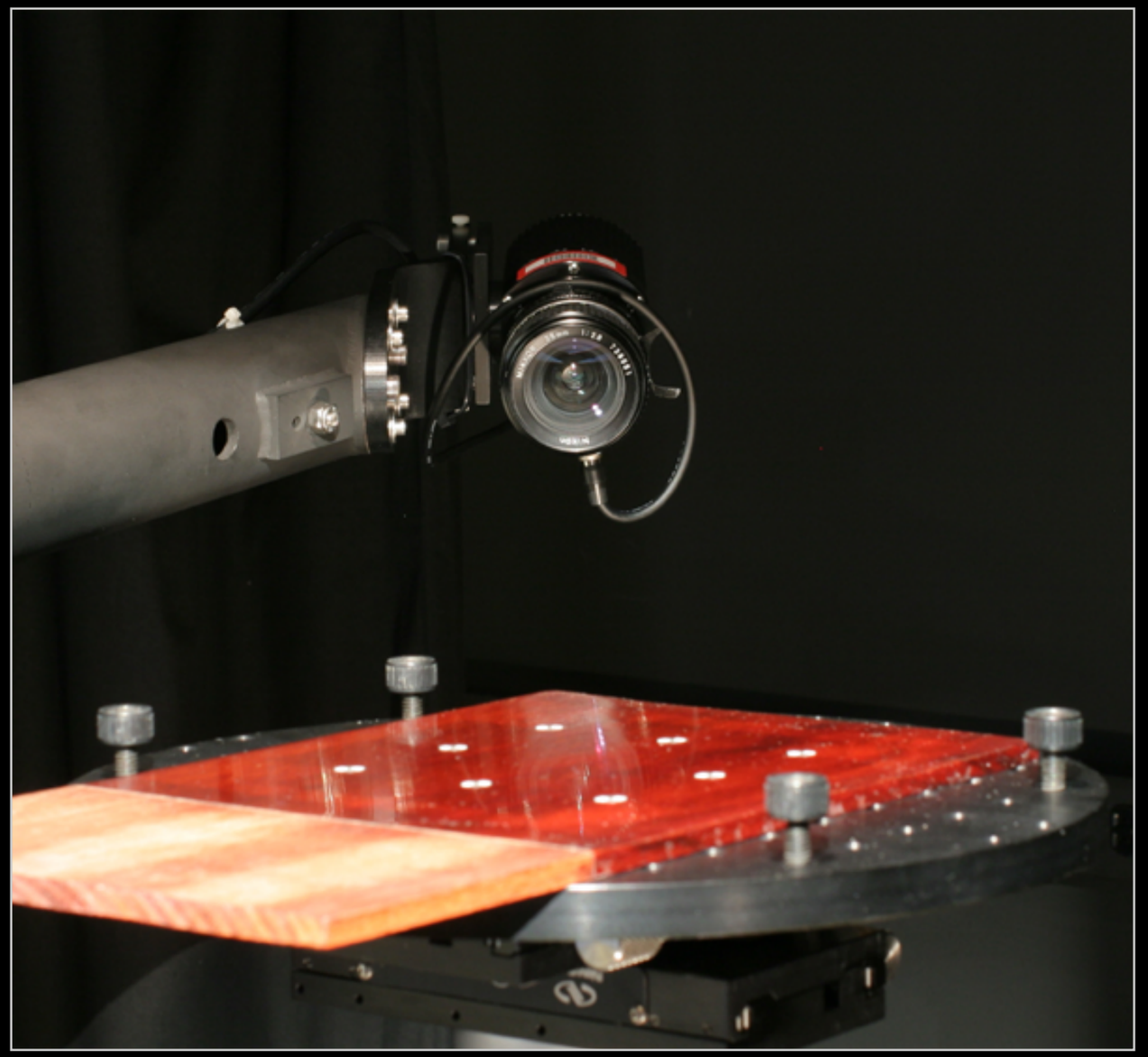
Figure 2

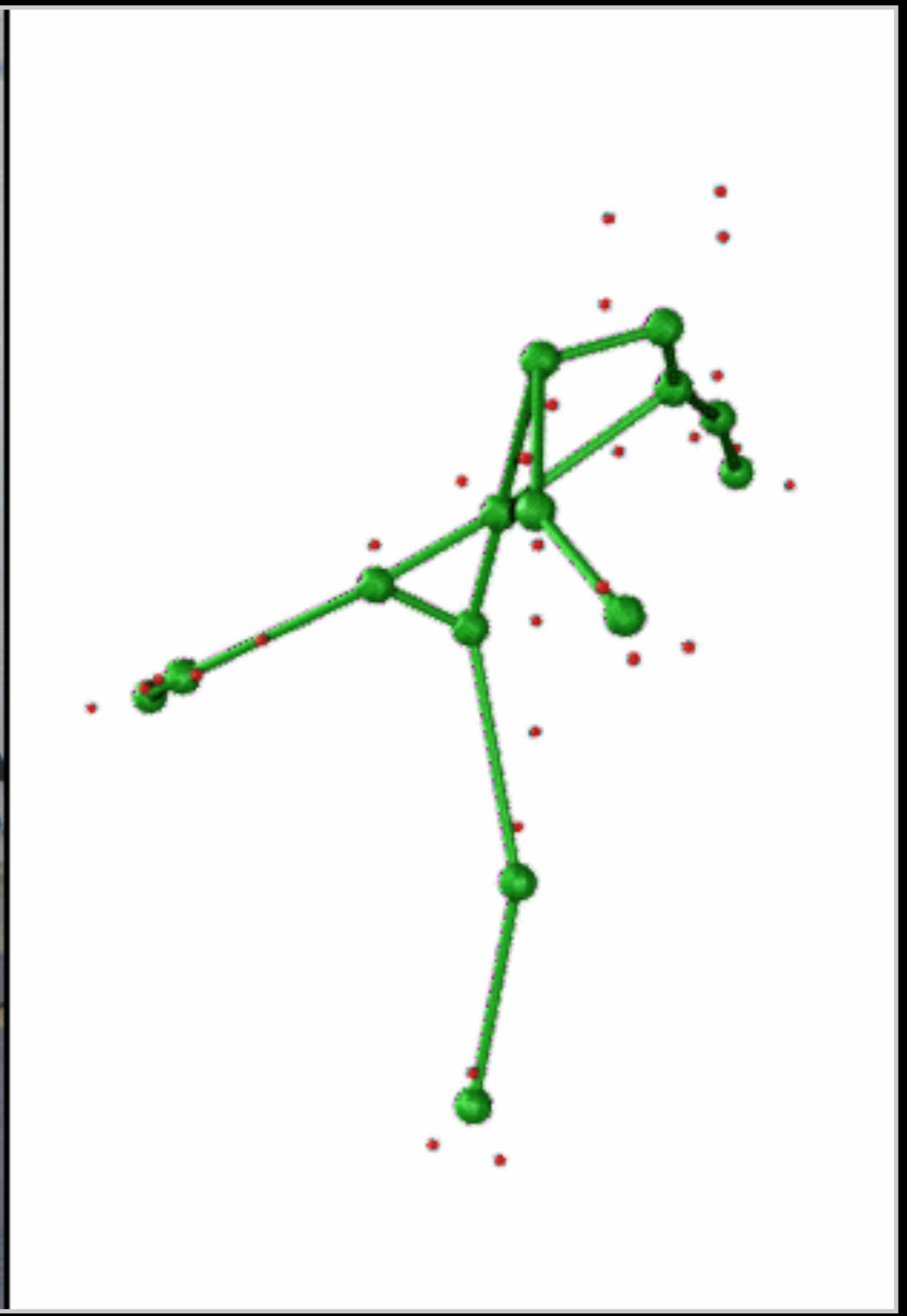
Figure 3

Figure 4

Figure 5

lamp
camera





Science of Graphics

- Data structures + algorithms
- Multivariate calculus
- Linear algebra
- Probability theory

$$\int f(x)dx = E\left[\frac{f(x)}{p(x)}\right]$$

- Software engineering / creating complex programs
- Parallel computing

Nvidia GeForce FX 5950

Course Offerings

- CS445: Introduction to Computer Graphics
- CS451: Advanced Computer Graphics
- CS651: Image Synthesis
- CS651: Computer Vision

Underwater Simulation
Julie Parent, Fall 2004

White Jade Dragon on Ketchup Stand
Rui Wang, Spring 2003