



IT331: Computer Graphics

Survey Report (1)

Title: New trends in Computer Graphics

Computer graphics has been used to refer to "almost everything on computers that is not text or sound". This may include: the representation and manipulation of image data by a computer, technologies used to create and manipulate images and methods for digitally synthesizing and manipulating visual content.

The purpose of this survey is to give an overview of the current and future trends in computer graphics. The central perspective of the report is the state-of-the-art technology and techniques being developed to advance the science of computer graphics and human-computer interaction.

The required deliverable is a report containing the following items:

1. Introduction	5%
2. Historical overview	15%
3. Graphics hardware	15%
4. General purpose graphics software	10%
5. State-of-the-art technologies and algorithms	20%
6. Future of Computer Graphics	15%
7. Conclusion	10%
8. References	10%

Survey Report (2)

Title: New trends in memory technology

The objective of this report is to write a survey on some important modern graphics topics. This includes object modeling, GPU based rendering, visual realism, animation and capture and ray tracing. The structure of the report should be something like the given items.

1. Introduction	5%
2. Object modeling	15%
3. GPU based rendering	15%
4. Visual Realism	10%
5. Animation and capture	20%
6. Ray Tracing	15%
7. Conclusion	10%
8. References	10%