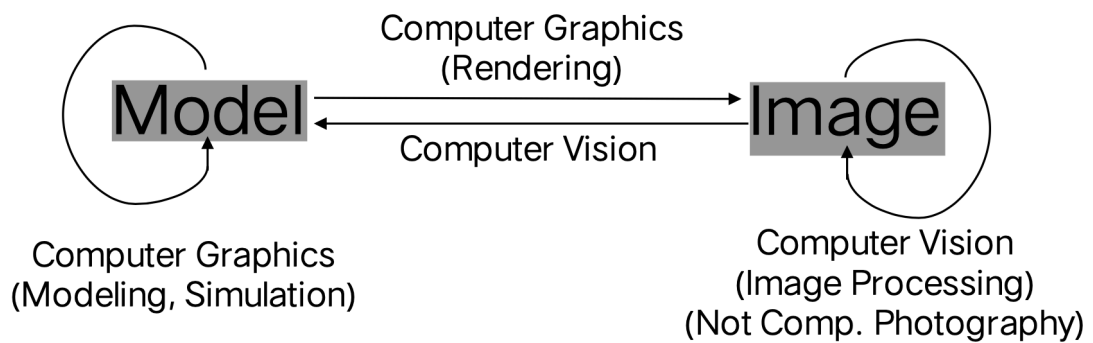# Lecture 01. Introduction

Model

- Sound: 1D; Image: 2D; Video: 3D.
- Stored in mesh（网格）.

Rendering （渲染）

- real-time rendering: > 20 fps;
    - Applications: game, VR, AR, etc.
- offline rendering: < 20 fps;
    - Applications: movies, etc.
    - Photo-realistic.

Difference between Computer Graphics & Computer Vision

Personal Understanding

Computer Graphics
(Rendering)

Computer Vision

Model → **Image**

Computer Graphics
(Modeling, Simulation)

Computer Vision
(Image Processing)
(Not Comp. Photography)

No clear boundaries