

CS7GV3

REAL-TIME RENDERING

Michael Manzke

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Week		
1	Local Illumination Models	
2	Transmittance Effects	
3	Surface Mapping 1	
4	Surface Mapping 2	
5	Multi-pass Rendering	
6	Shadow Rendering	
7	Reading Week	
8	Non-Photorealistic Rendering	
9	Volume Rendering	
10	Global Illumination	
11	Graphics Hardware	
12	Optimisation	

Coursework

- 100% Coursework
- 4 Lab Assignment 15% each
 - Before the Reading week
- 1 Large project after the reading week 40%
 - Inspired by a SIGGRAPH paper
 - ACM Digital Library