Computer Graphics - 441   11-Jan

Algs & Math for syntetic img generation

Subfields
Modeling:
Rendering
Animation

Other areas
User interaction
VR
image processing
3D Scanning

Other applications
CAD/CAM
Simulation
Medical imaging
info viz

2 Types of API

- Bundle together (Java)
- OpenGL & Direct 3D

Debugging Stratagies

A. Scientific Method

- create image
- observe what is wrong
- develop hyp
- test what is wrong

B Data viz

- color surfaces
- color by id
- color by work

Conferences

- SIGRAPH
- SIGRAPH - Asia
- Game Developer Conf
- Symposium on Geometric Processing
- Symposium on Computational Geometry