

Proposed schedule (2020)

Week 1	Off-screen textures and rendering
Week 2	Basic full-screen, 2 pass, rendering: - Full and partial full screen rendering
Week 3	Basic full-screen effects: colour filtering, blur, basic depth of field, bloom, etc.
Week 4	Deferred rendering
Week 5	Geometry shader: basics, dynamic cube map update
Week 6	Tessellation shader: basics, LOD, and curve based tessellation
Week 7	Particulate fog and smoke (simple and particulate)
Week 8	Bump/Normal mapping
Week 9	Stencil and scissor buffers, bitmap shadowing
Week 11	Compute Shader: non-graphics uses, "Forward+" deferred rendering alternative, etc.
Week 13	Decals; fur, hair, and grass
Week 14	Additional topics as time permits: High Dynamic Range (HDR), level of detail generation

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