Tentative Course Schedule CS5182

2024/2025 Semester A
Following the university calendar
https://www.cityu-dg.edu.cn/en/academic-calendar

1 (Sep. 09): Introduction to Computer Graphics

2 (Sep. 14): Object modeling

3 (Sep. 23): Course Project Information, Transformation,

4 (Sep. 30): Projection and Clipping,

5 (Oct. 12) Deep Learning for 3D Point Clouds

6 (Oct. 14): Hidden Surface Removal and Shading, The Rendering Pipeline

7 (Oct. 21): Ray-Tracing and Radiosity

8(Oct. 28): Quiz

9 (Nov. 04): Aliasing and Antialiasing

10 (Nov. 11): Real-time rendering

11 (Nov. 18): GPU Architecture, Computer Animation

12 (Nov. 25): neural rendering, image-based rendering, Course Revision,

 13 (Dec. 02): Course Project Presentation