

# Computer Graphics Crash Course

CS 481/681 Computer Graphics Rendering

University of Alaska Fairbanks

## Introduction

### Overview

- Syllabus
- Research Project
- Homeworks
- Schedule
- Policies

### Research Project

- 1 Minute Project Pitch in Week 3
- 5 Minute Project Update in Week 11
- 7 Minute Project Presentation in Week 15
- 4.5/6.5 page Project Report in Week 15

### Homeworks

- Ray Tracing
- Bidirectional Reflectance Distribution Functions
- Shadow Maps
- Post Processing
- Game / Demoscene Compo
- Student's Choice

### Schedule

Week	Activity	Hybrid
1	Introduction	CG Crash Course
2	LibXOR Library	Ray Tracing
3		Signed Distance Functions
4		

## Hybrid Topics Activity

- Computer Graphics Crash Course
- Activity Worksheet