

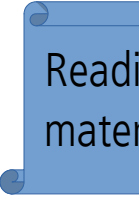
About computer graphics

- It is all about how to create images with a computer

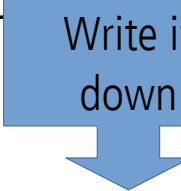
Computer graphics applications

About course

- Note for slides
 - Slides were intended for both lectures and as reading material. Therefore, some slides contain a lot of text which is intended for student to read at home. Those slides will have special icon.
 - Important elements will be highlighted and noted that they should be written down by hand
 - Your interaction is crucial for best learning experience



Reading material



Write it down



Questions

About you

- Your background
- Your interests
- Your experience

About lecturer

- My background
- My interests
- My experiences

Course schedule

- 10 lectures, 3h
- Project
- Exam

Course grading

- Project
 - Low level of abstraction: coding up a renderer
 - Medium level of abstraction: coding in DCC
 - High level of abstraction: modeling in DCC
- Exam
 - 30min, online, Moodle

Reading material

- <https://github.com/lorentzo/IntroductionToComputerGraphics>
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Glimpse into image generation

- Analogy: taking a photograph
- World → **3D scene**
- Image formation → **rendering**
- **Image**