

About computer graphics

- “Computer graphics is science and art of communicating visually via computer display and its interaction devices” *
- “A collaboration between art and technology” **

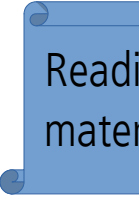
* Book: principles and practices

** Pixar

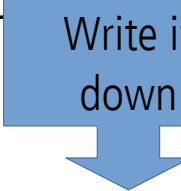
Computer graphics applications

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
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>
- All materials are available in advance
 - TIP: read materials before lecture – it helps for following the lecture

Glimpse into image generation

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