### **Computer Graphics**

Erickson Nascimento
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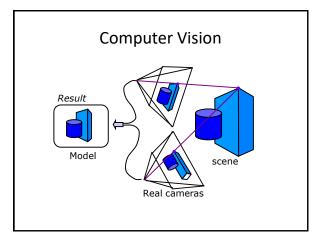
#### Goal

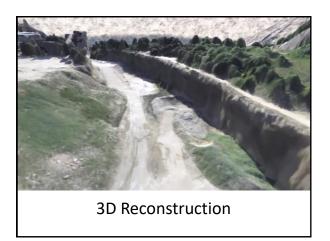
- Learn more about graphics and animation
- Basically:
  - Modeling, lighting, and rendering
  - Animation

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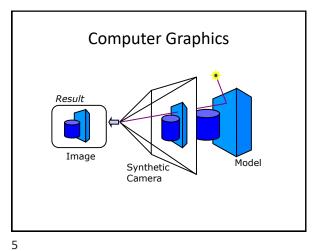
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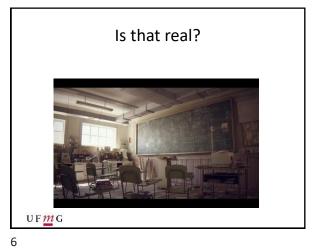
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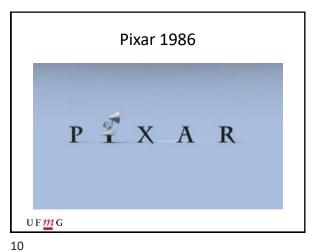
















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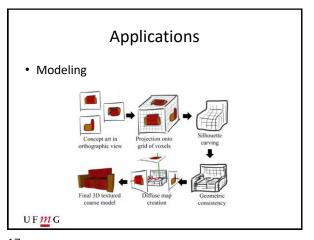


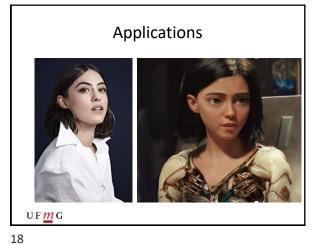






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# **Applications**

• 3D Object Compositing



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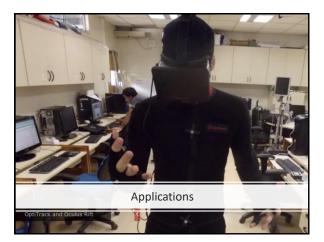
# Applications

• 3D Object Compositing



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## Applications

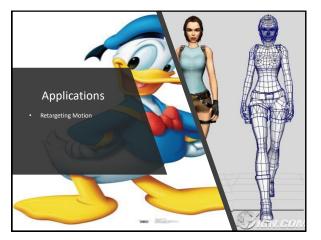
• Retargeting Motion

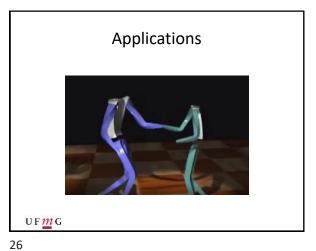


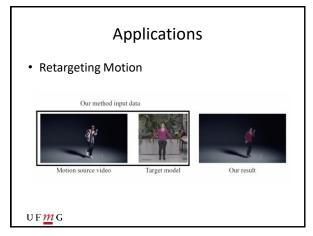


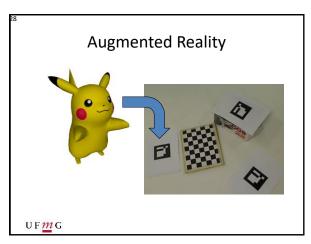
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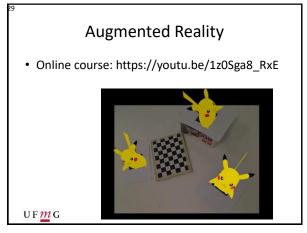


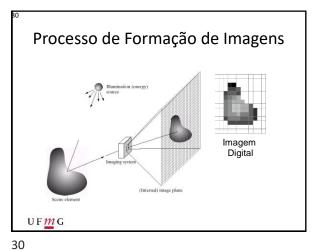






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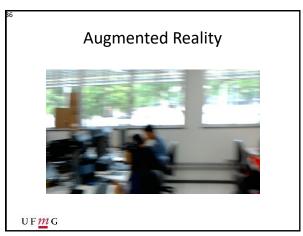
#### Hacking your Brain



"I extend my hand to give him a base to walk on, and I swear I feel a tingling in my palm in expectation of his little feet pressing into it. When, a split second later, my brain remembers that this is just an impressively convincing 3-D image displayed in the real space in front of me, all I can do is grin.", by Rachel Metz (MIT Technology Reivew) UF mG UFmG34

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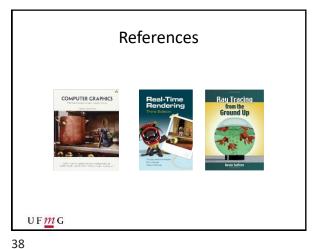
# **Augmented Reality** UFmG



**Augmented Reality** 

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#### **Topics**

- Basic Geometric Concepts
- Local Illumination
- Introduction Ray Tracing
- · Global Illumination and Monte Carlo Rendering
- Data-Driven Methods
- Imaging and Computational Photography
- Meshes and Subdivision Surfaces
- · Rigid Body Dynamics
- · Image-based Rendering

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## **Grading Policy**

- · Grading will be based on
  - Three programming assignments.
    - 21 + 23 + 26 points
  - Two tests
    - 2 x 15 points
  - You're going to need a lot of math, programming, and coffee ;-)
- If you're not having fun, you're doing something wrong!

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