

Things looking forwards to:

1. The implementation of ray-trace. I have some experience in using modern game rendering engine and they are all direct lighting. Thus I only know how direct light is calculated. I'm really excited about learning an alternative way, or a more realistic way to present light.
2. The use of mathematical presentation for rendered objects. I've only worked with quads rendering before and I would like to know how to render mathematical presented objects.
3. Putting my own models in my own rendering pipeline. Combine my old backgrounds with current major.

Challenges:

1. My undergrad background lacks many computer mathematical knowledge. It could take longer for me to understand some algorithms.
2. I've not worked on tone reproduction before(or I actually did but I don't know it's tone reproduction).
3. I don't usually take advantage of team assignment since I believe for learning purpose it's better to do it yourself. Maybe I will not team up in this course.