GLOBAL ILLUMINATION

Weekly Activity 1

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Threes things I am looking forward to in this course are: -

1. A deeper understanding of rendering pipeline using practical applications through programming assignments and learning how different illumination techniques like ray tracing or photo mapping help in rendering realistic images.
2. Achieve an intermediate skill level of programming in either OpenGL or DirectX or Vulkan.
3. I really wish to come up with a state-of-the-art project topic which I would like to extend as my capstone project or thesis.

Threes things that I might find challenging: -

1. Programming in either of the APIs since I have modelled only using 3D interfaces like Blender, Unity and Unreal and programming in one of the aforementioned APIs might prove a bit challenging for me.
2. Even though I have brushed upon the topics of lighting and shading in previous course of Introduction to Computer Graphics, I have never really extensively applied any of the rendering techniques like Photo mapping pragmatically and understanding the mathematics behind it.
3. Even though I am extremely interested in Computer Graphics and 3D rendering domain of computer science my imagination is not too lavish so it might be a tad bit of an extra work to come up with are good topic.