

# Welcome to CS11

Week 1 - Day 1

# What does this class teach?



THEORY

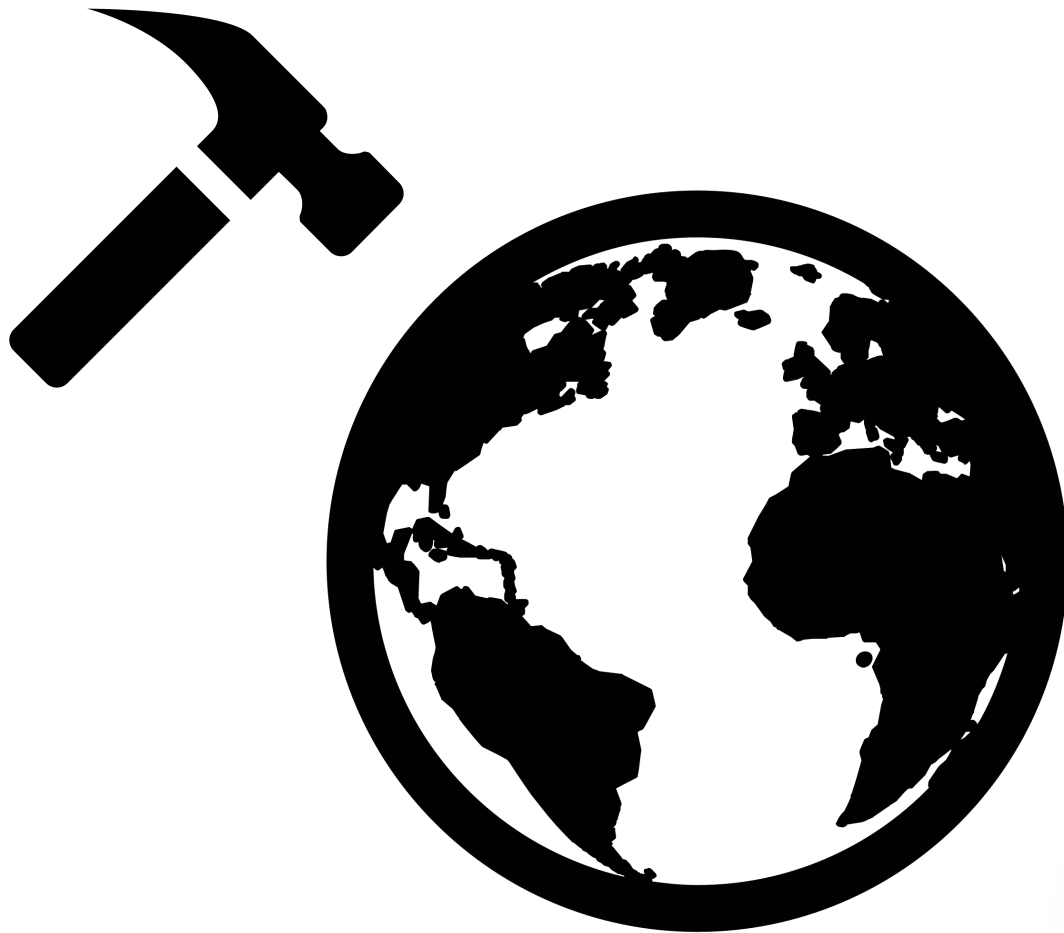


APPLICATION



COMMUNICATION

This is a participation heavy class





What makes reality feel “real”?

# Some elements that contribute

- Vision:
  - Shadows
  - Depth cues
  - “Photorealism” (?)
- Sound:
  - Spatialized
  - Ambience
- Physics:
  - Mental model
- People:
  - Behavioral realism

