Computer Graphics 2022-2023

#	Date	ID	Start	End	Topic	
1	2022/09/27	1			Introduction	
2	2022/10/03	2			History	
3	2022/10/04	3			Algebra	
4	2022/10/10	4			OpenGL	
5	2022/10/11	5			Mesh Data Structures	
6	2022/10/17	6			View Pipeline	
7	2022/10/18				Project Discussion	
8	2022/10/24	7			Curves	
9	2022/10/25	8			Surfaces	
10	2022/10/31	9			Vulkan (1)	
11	2022/11/07	10			Vulkan (2)	
12	2022/11/08	11			Spatial Data Structures	
13	2022/11/14	12			Ray Tracing (1)	
14	2022/11/15	13			Ray Tracing (2)	
15	2022/11/21	14			Meshing	
16	2022/11/22				Project Discussion	
17	2022/11/28	15			CUDA	
18	2022/11/29	16			Colors	
19	2022/12/12	17			Performances	
20	2022/12/13	18			Animation (1)	
21	2022/12/19	19			Animation (2)	
22	2022/12/20	20			OpenCL	
23	2023/01/09	21			Texturing	
24	2023/01/10	22			Shadows	
25	**2023/01/11**	23			DirectX	**N13 at 6.00pm**
26	2023/01/16	24			Physics Based Graphics	
27	2023/01/17				Project Discussion	
28						
29						
30						
31						

CFU/Lessons/Hours

CFU	h/CFU	Total Hours	Total Lessons
6	**9**	**54**	**27**