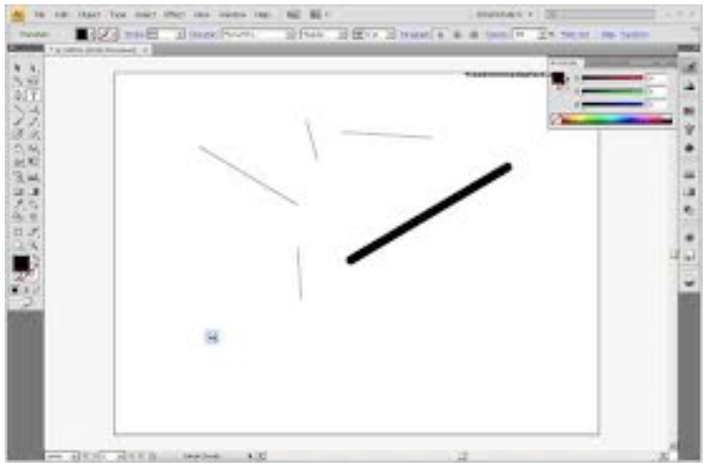
Introduction

CS 355: Interactive Graphics and Image Processing

Pixels Everywhere!

Drawing



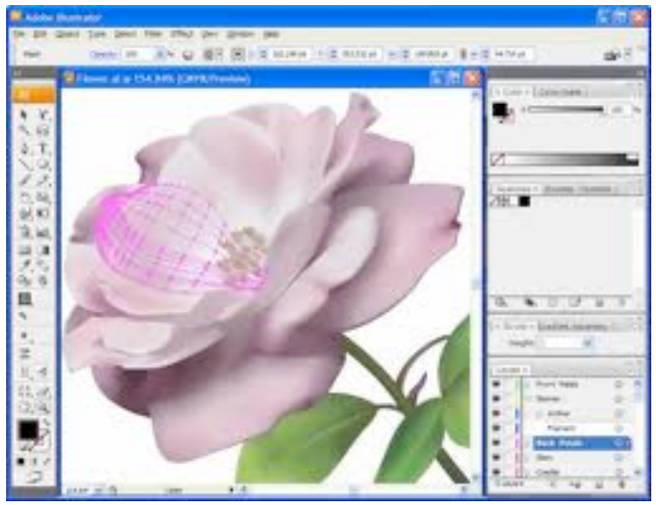
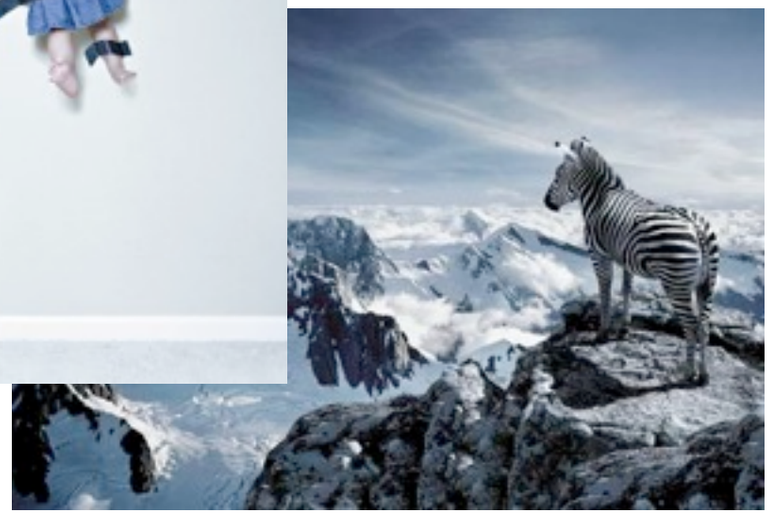
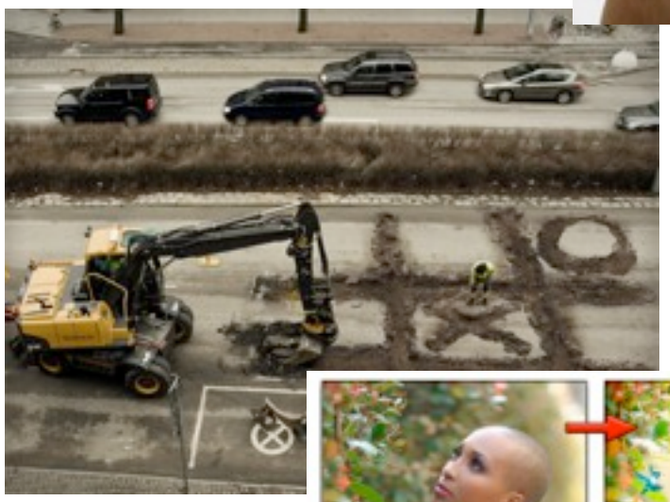
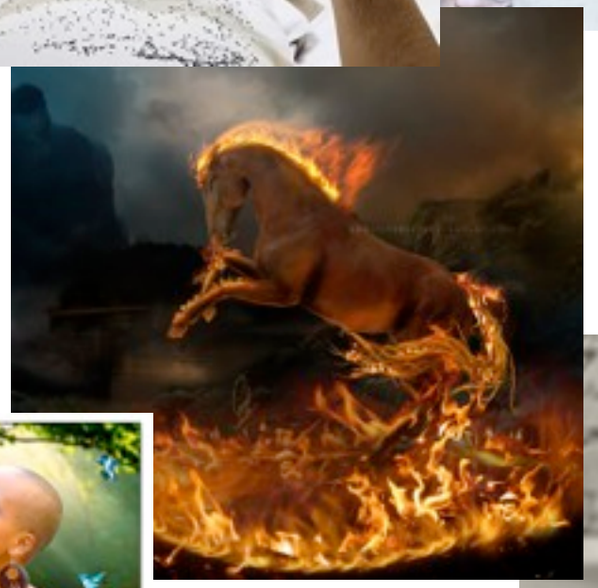


Image Editing







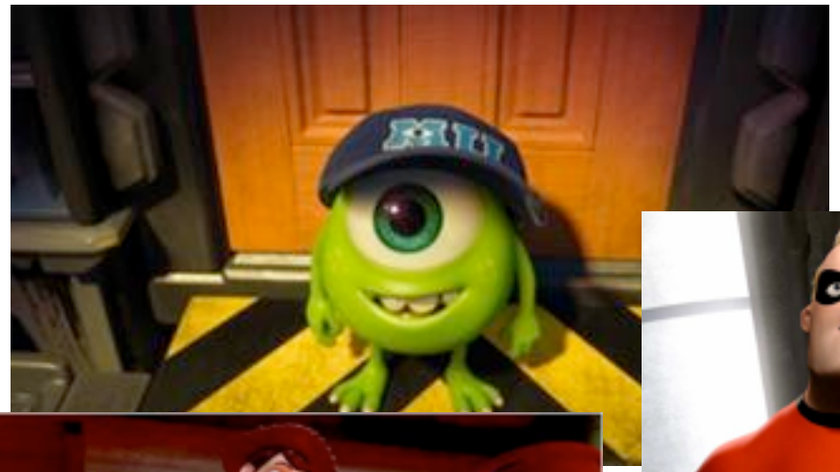
Before

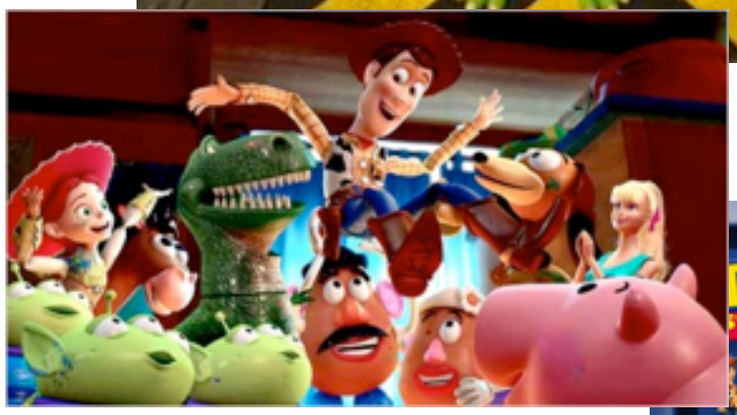
After

Interaction

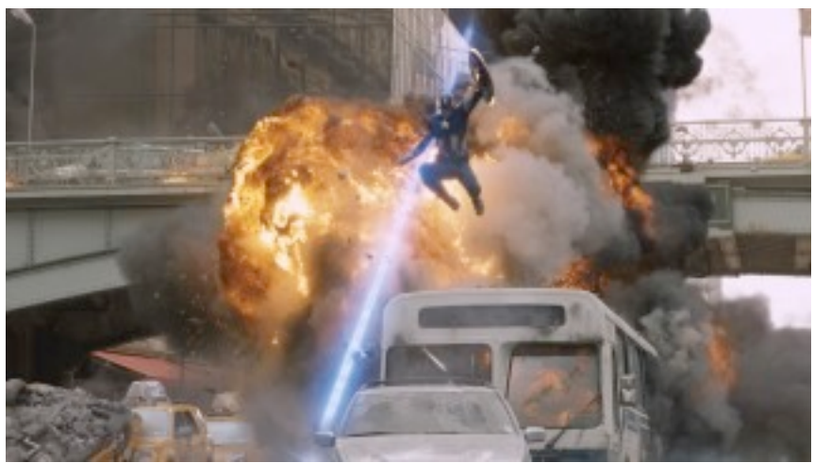
Games

Animated Films

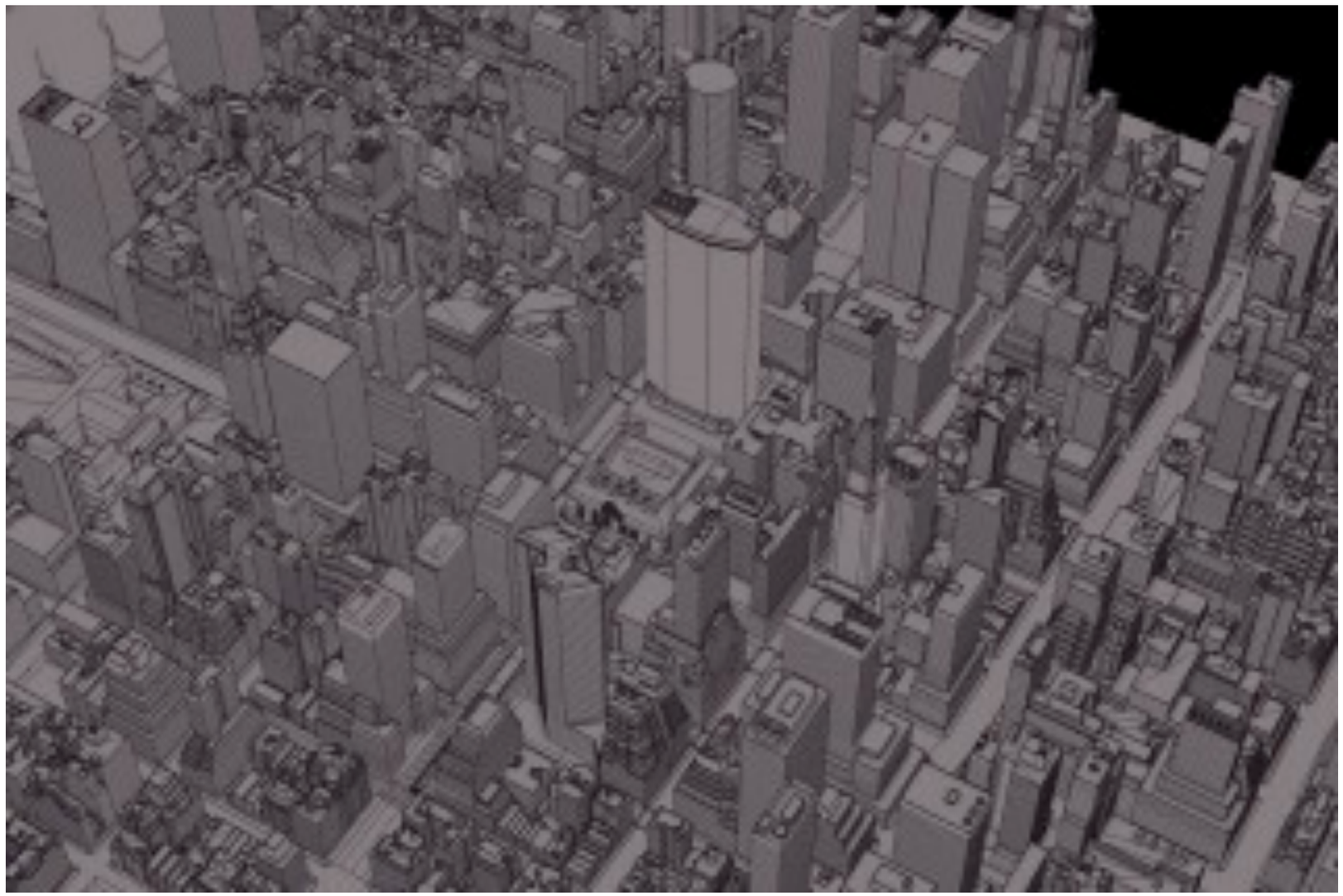




Special Effects



Special Effects



Math

Geometry

~~Pixels~~ Everywhere!

Algorithms

Image/Vision

Curves & Surfaces

CS 557

CS 750

Graphics

Interaction

CS 650

CS 655

CS 658

CS 656

CS 450

CS 455

CS 456

You Are Here →

CS 355

CS 256

What You're Going to Build

- 2D drawing package
  - Lab 1: Drawing
  - Lab 2: Interaction and transformations
  - Lab 3: Controlling the view
- 3D rendering
  - Lab 4: Using OpenGL
  - Lab 5: Your implementation
- Lab 6: Image editing
- Lab 7: Image collage

Syllabus

- Instructor / TA
- Textbook
- Prerequisites
- Objectives
- Policies
- Schedule