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|  | **TDT4195: Computer Graphics (1st part)** |  |
| **Lecture** | **Slides [filename, slide numbers]**  **(on Blackboard)** | **Book Sections**  **(Graphics and Visualization: principles & algorithms)** |
| 21.8.2019 | * Video of last year’s TDT4130 projects * Introduction to TDT4195 1-11 * Introduction to CG 1-29 | Parts of Chapter 1 |
| 22.8.2019 | * Rasterization-Antialiasing-Clipping 53-79 * Transformations 1-4 | 2.9 2.9.1 2.9.2 2.9.3  3.1 |
| 28.8.2019 |  |  |
| 29.8.2019 |  |  |
| 4.9.2019 |  |  |
| 5.9.2019 | * Andreas Danner Nilsen (ARM Trondheim):   “Graphics Techniques in Modern Games” &  job opportunities in Computer Graphics |  |
| 11.9.2019 |  |  |
| 12.9.2019 |  |  |
| 18.9.2019 |  |  |
| 19.9.2019 |  |  |
| 25.9.2019 |  |  |
| 26.9.2019 |  |  |
| 2.10.2019 |  |  |
| 3.10.2019 |  |  |