

# CS 184

Computer Graphics



# Course Overview

- Color & Shading
- Transformations & Perspective
- Ray Tracing
- Scan Conversion
- Surface Representation
- Assorted Topics



# Color & Shading

- Shaders determine the color (shade) of a surface.



# Ray Tracing

- Imaging Scene using Rays
- Model a camera's behaviour.
- Viewing Transforms
- Textures



Introducing Lightning McQueen

From the manufacturers of 'The Incredibles' & 'Finding Nemo'

© 2006 Disney/Pixar



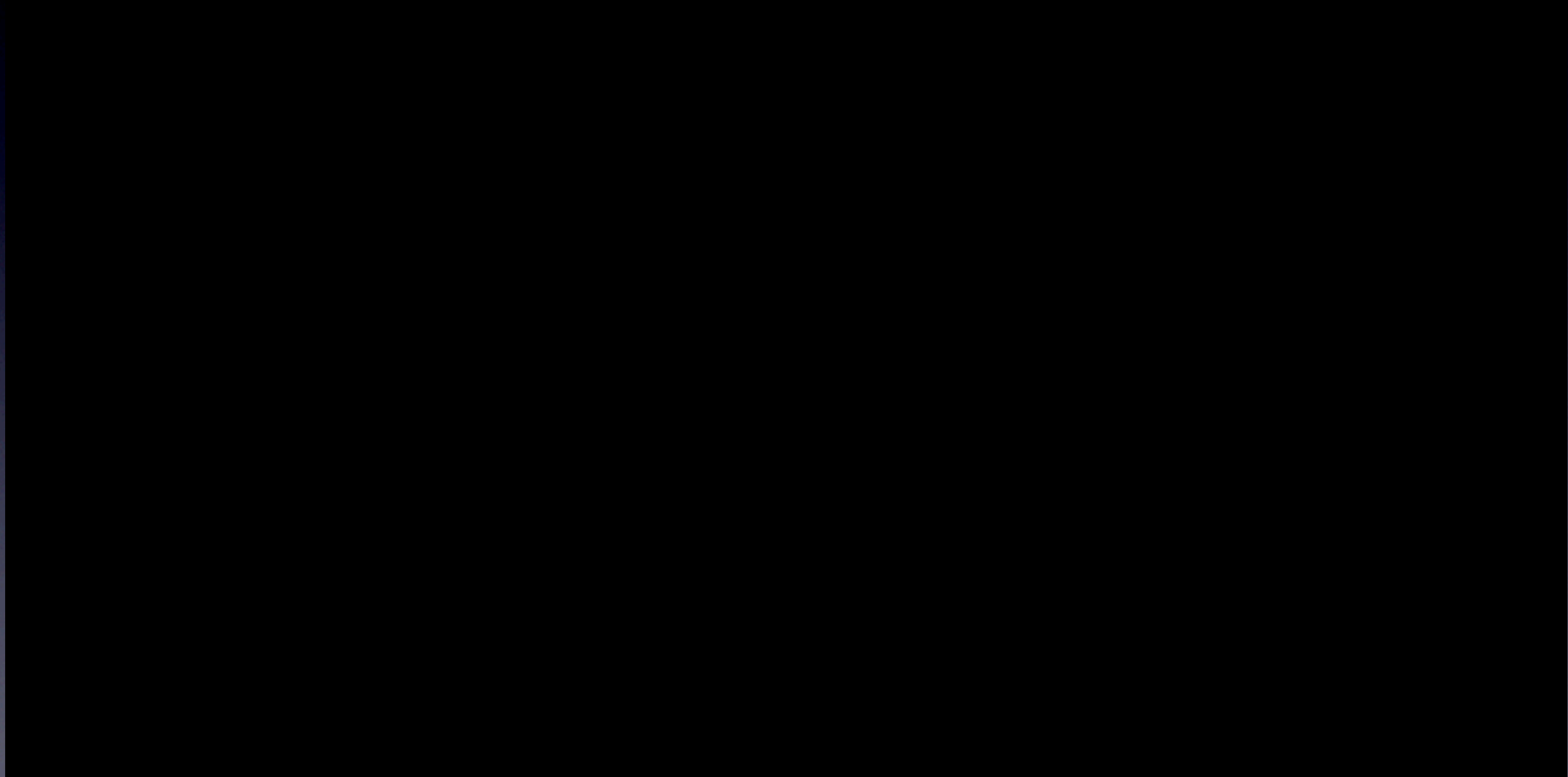
# Scanline VS Raytracing





# Surface Representation

- Splines
- NURBS (Toy Story I)
- Subdivision Surfaces (Geri's Game)





# Assorted Topics

- Shading & Lighting in the real world
  - Radiometry, Global Illumination
- Animation
- Kinematics
- Motion Capture (MoCap)



# Final Projects

- Anything you can or want from the Graphics field.