# Introduction to Computer Graphics

**Guest Adjunct Prof. Tiago Araújo**
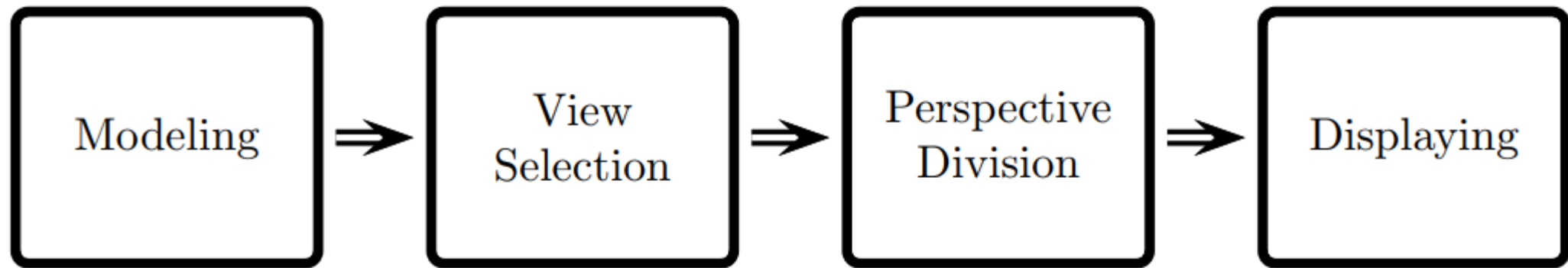
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# Base

3-D Computer Graphics

A Mathematical Introduction with OpenGL
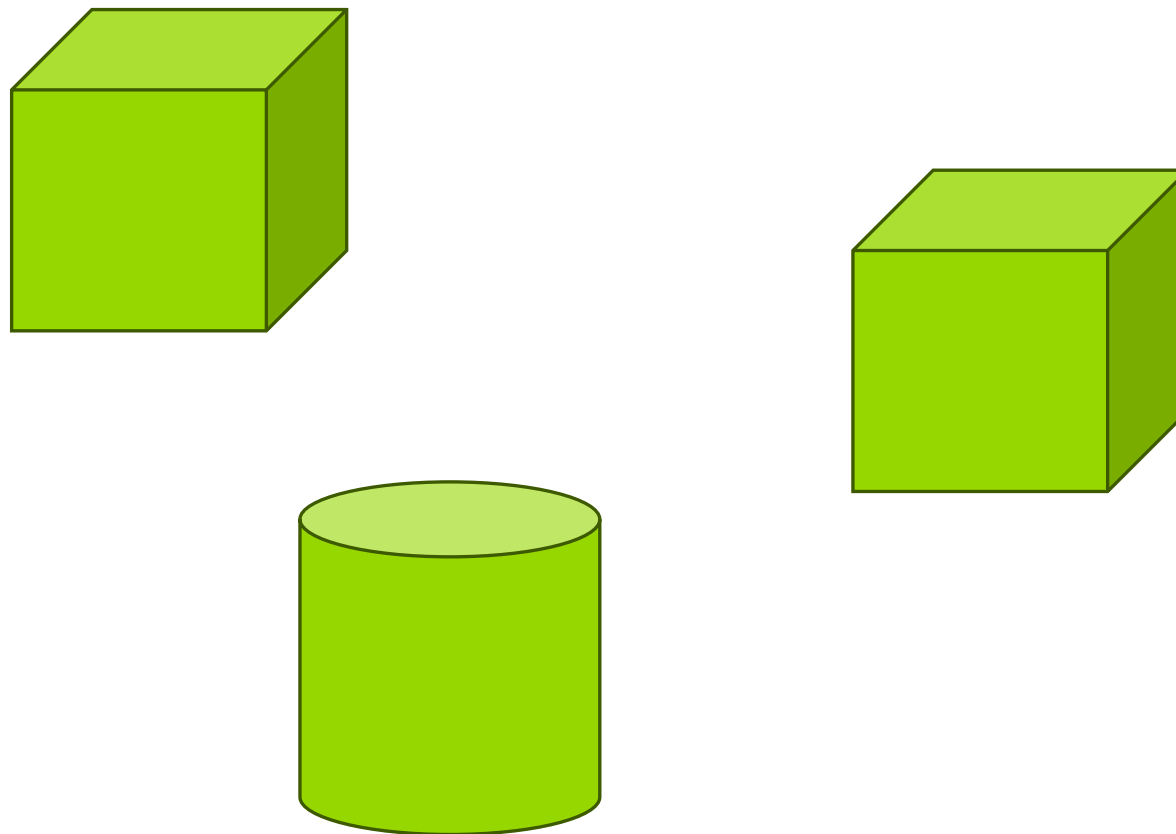
Samuel R. Buss

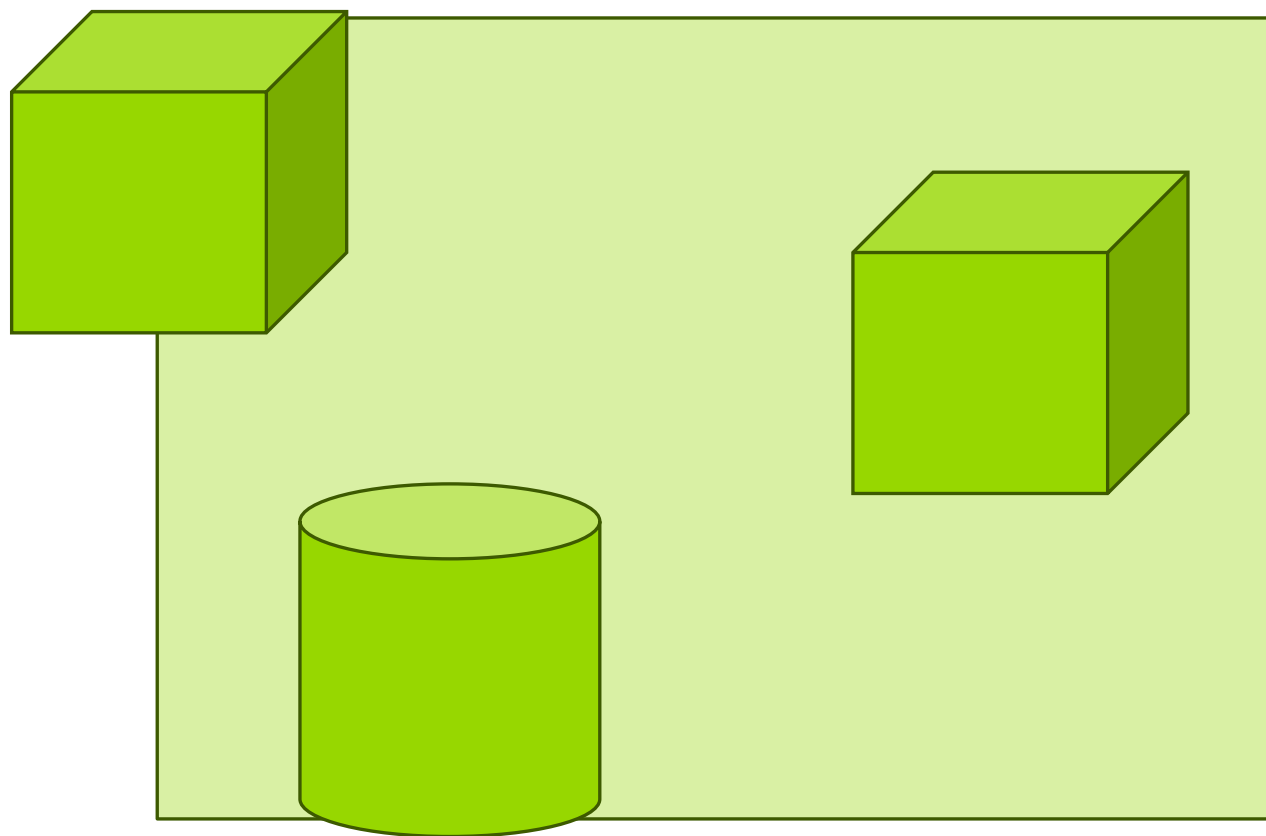University of California, San Diego

# Rendering Pipeline

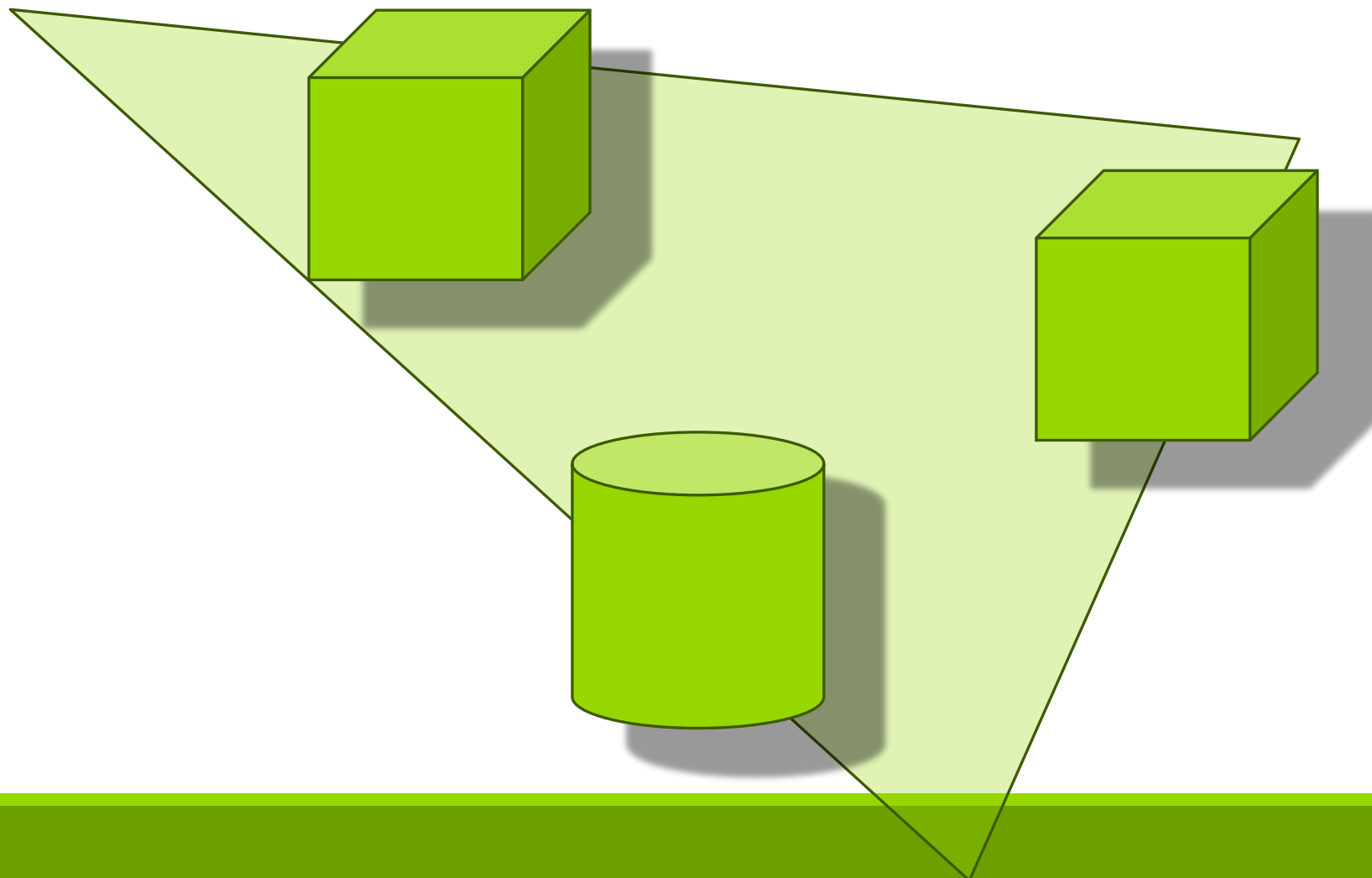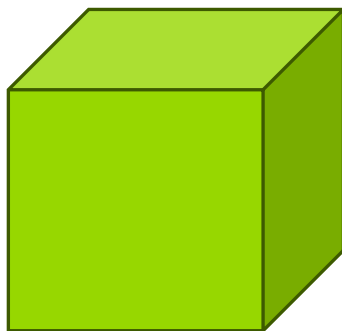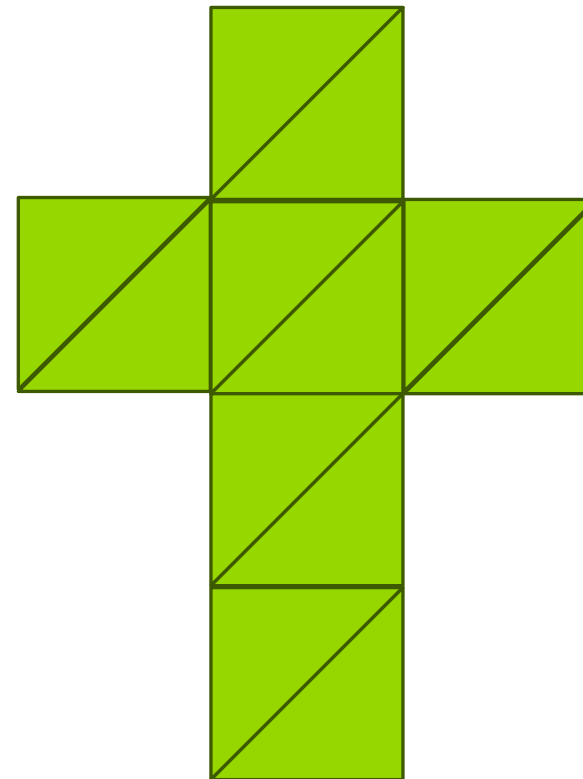Modeling $\Rightarrow$ View Selection $\Rightarrow$ Perspective Division $\Rightarrow$ Displaying
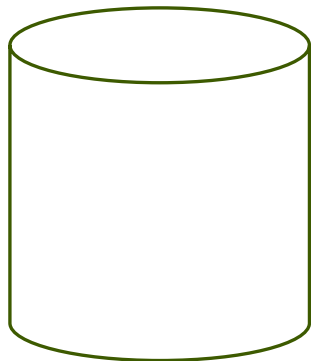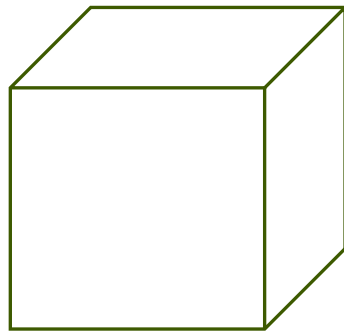
# Scene

# Camera

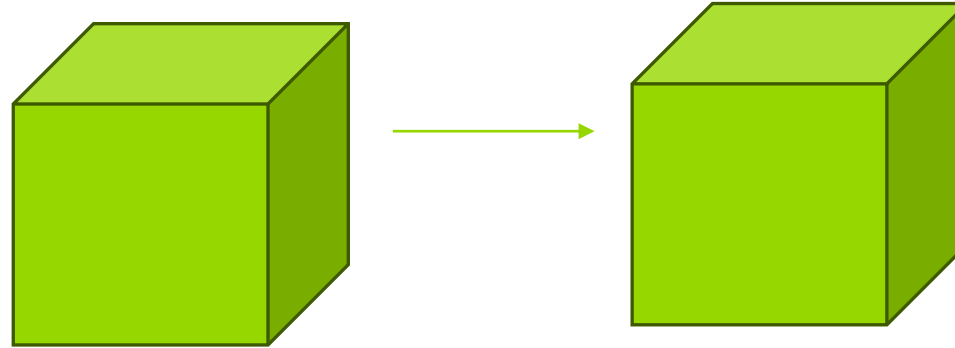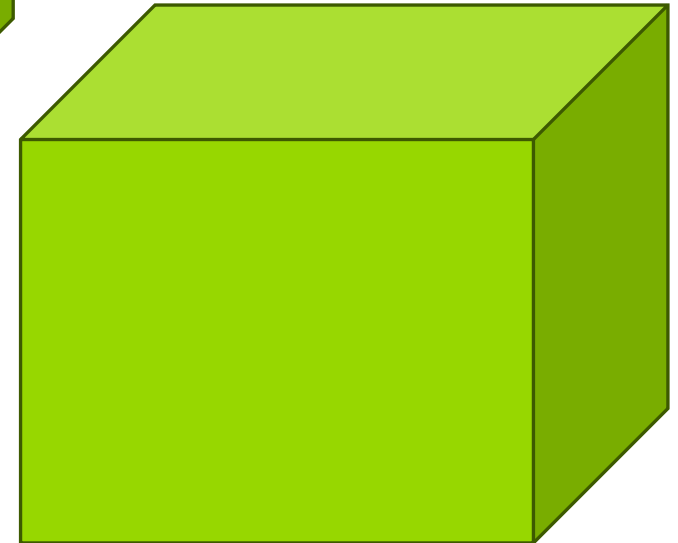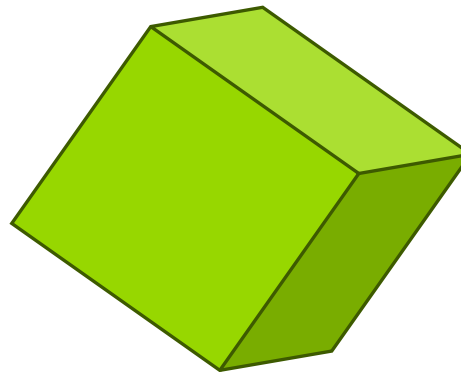# Lighting & Shading

# Objects
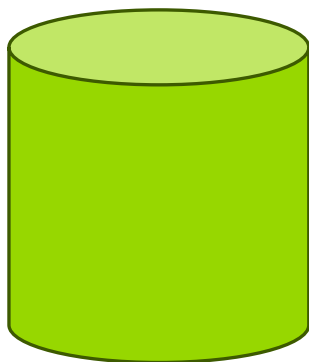
# Geometry & Meshes

# Transformations

Translation

Scale

Rotation

# Texture & Material