

Računalniška grafika

KDO?

predavanja
Iztok Lebar Bajec

vaje
Iztok Lebar Bajec
Ciril Bohak

KDAJ IN KJE?

predavanja
pet, 830-11, P 22

vaje
začetek 13.10.
spletne strani predmeta
informacije, obvestila, Q&A
ucilnica.fri.uni-lj.si

KAKO?

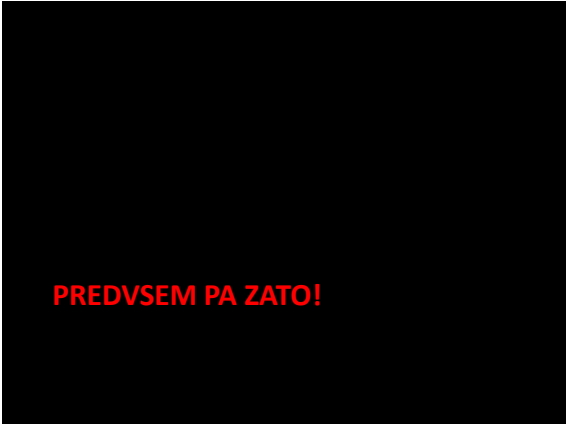
- s poslušanjem na predavanjih
- z obiskovanjem vaj in vestnim delom
- s samoiniciativnim študijem relevantne literature

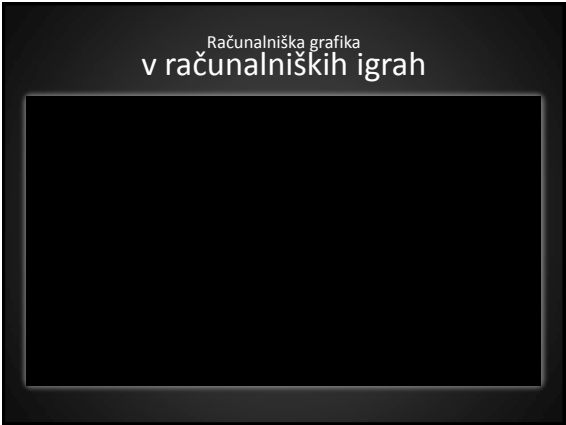
LITERATURE?

- revije*
 - Computer Graphics World
 - ACM Computer Graphics
 - The Visual Computer
 - IEEE Computer Graphics and Applications
 - IEEE Transactions on Visualization and Computer Graphics
 - Computer-Aided Design
 - Computer Aided Geometric Design
 - IEEE Multimedia
 - ...
- konference*
 - SIGGRAPH
 - SIGGRAPH Asia
 - EUROGRAPHICS
 - Game Developers Conference - GDC
 - Electronic Entertainment Expo – E3
- knjige*
 - T. Akaïne-Möller, et al., Real-Time Rendering, 3rd Ed
 - D.H. Eberly, 3D Game Engine Desing
 - F. Dunn, I. Parberry, 3D Math Primer for Graphics and Game Development
 - R. Parrent, Computer Animation

ZAKAJ?

- zaradi končne ocene
 - 55% - 1 seminar do zaključka semestra
 - 15% - 3 domače naloge vsaka 14 dni tekom semestra
 - 30% - trije pisni izpiti po 20 minut
 - drugi teden novembra (07.11.)
 - drugi teden decembra (12.12.)
 - in ob zaključku semestra
 - drugi teden januarja (16.01.)















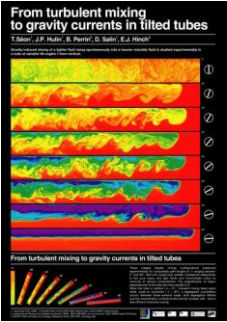




Računalniška grafika
v znanosti



Računalniška grafika
v znanosti





The Contiguous United States
Visualized by distance to the nearest McDonald's

Created by Stephen J. Wozniak
<http://www.stephenwozniak.com/figs/usa/>
Available for download at: <http://www.wozniak.com/figs/usa/>

KAJ?

modeliranje
angl. *geometry*
animacija
angl. *animation*
upodabljanje
angl. *rendering*

KRUTA RESNICA

“be brave;
think big and
aim high”

računalniška grafika = matematika
(vektorji, matrike, linearna algebra)



OSNOVNI KONCEPTI

točka
premica
daljica
vektor
