CS 291: Interactive 3D Graphics

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 $\mathrm{May}\ 1,\ 2013$

Abstract

Notes taken during my studying in the CS291 class. The structure of the notes is probably a bit ad-hoc, I go into detail on things unfamiliar to me but might skip over stuff I am comfortable with.

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Chapter 1

Overview

Real time 3d rendering uses. Also vertices.

Chapter 2

Glossaries