



جامعة الملك عبد الله
للعلوم والتقنية
King Abdullah University of
Science and Technology

VCC VISUAL
COMPUTING
CENTER

Computer Graphics CS248

Introduction

Ivan Viola

NANOVISUALIZATION GROUP

Computer Graphics

- **Definition:** *Study of creating, manipulating, and using visual images in the computer*
- Main areas
 - Modeling
 - Rendering
 - Animation



Related Areas

- User interaction
- Virtual Reality
- Visualization
- Image processing
- 3D Scanning
- Computational Photography



Applications

- Games
- Cartoons
- Visual effects
- Films
- Metaverse
- CAD/CAM
- Visualization



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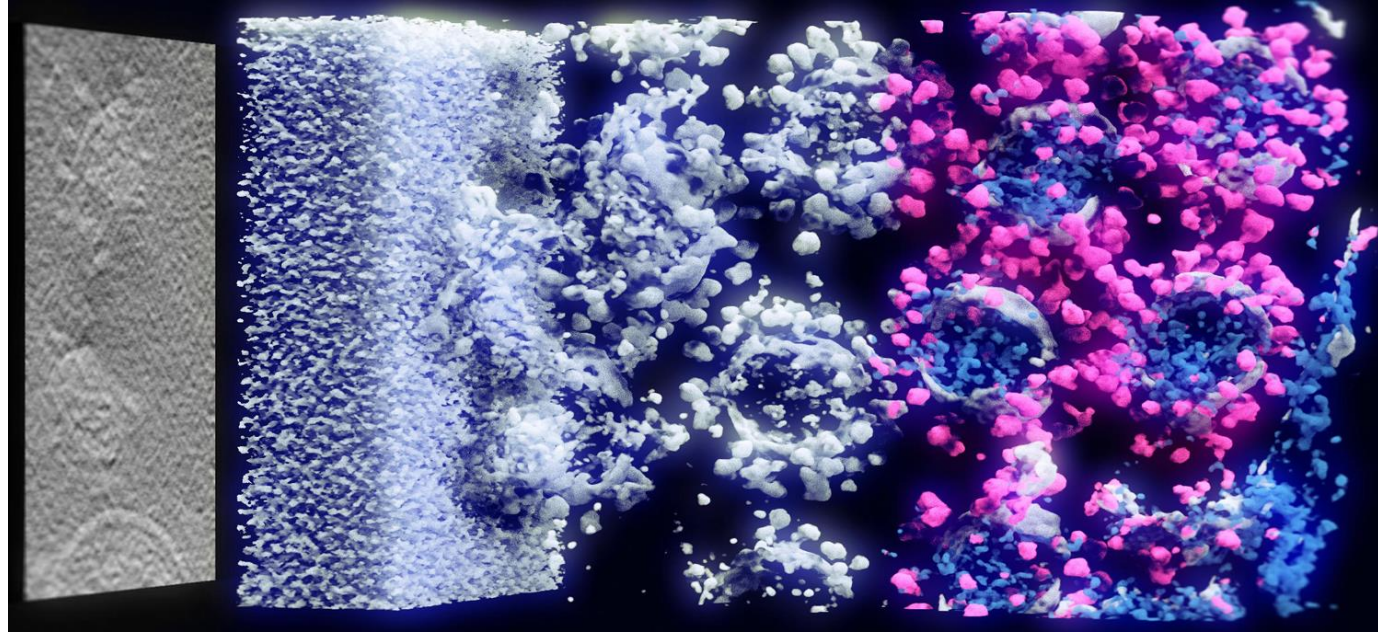
Applications

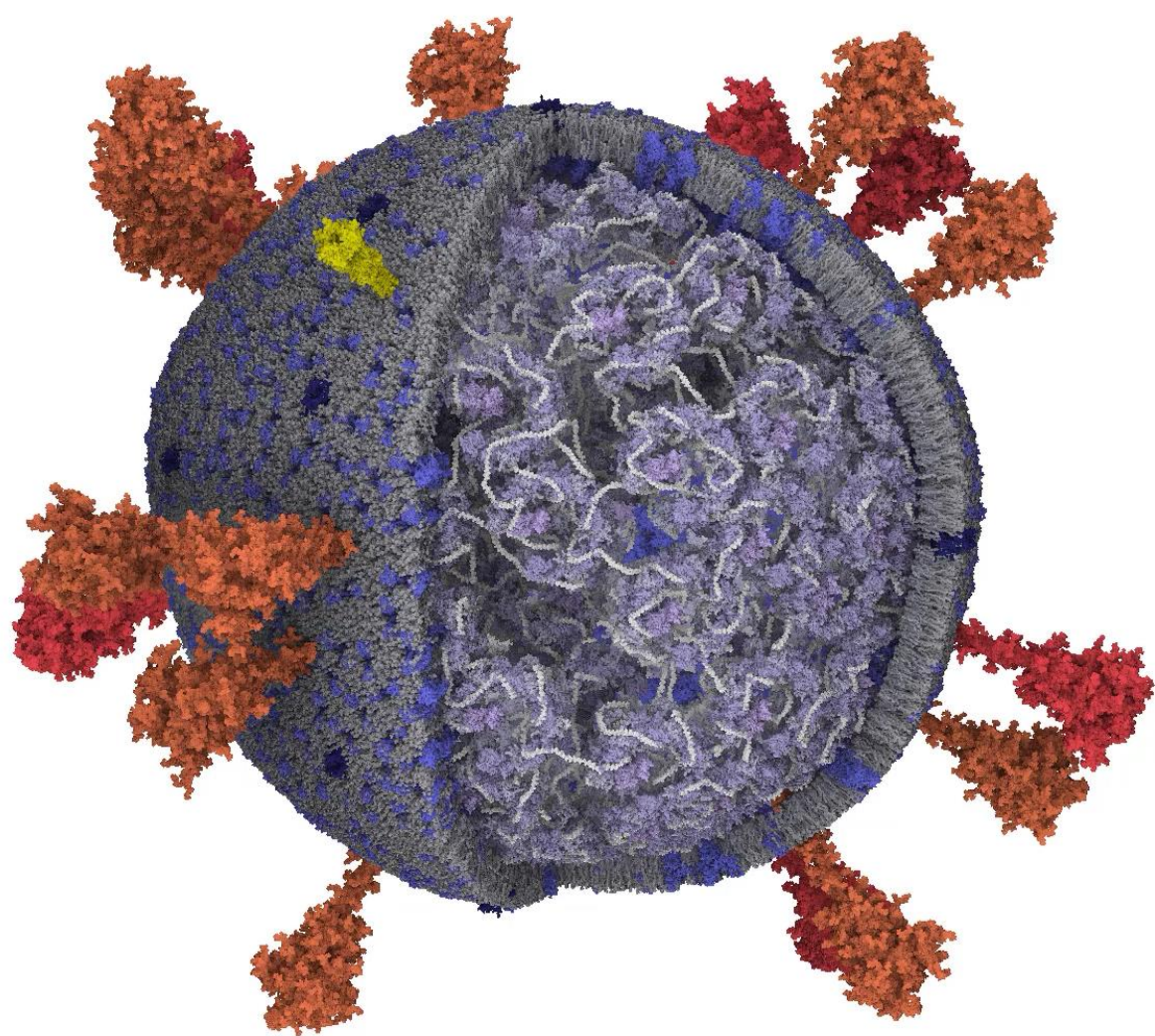
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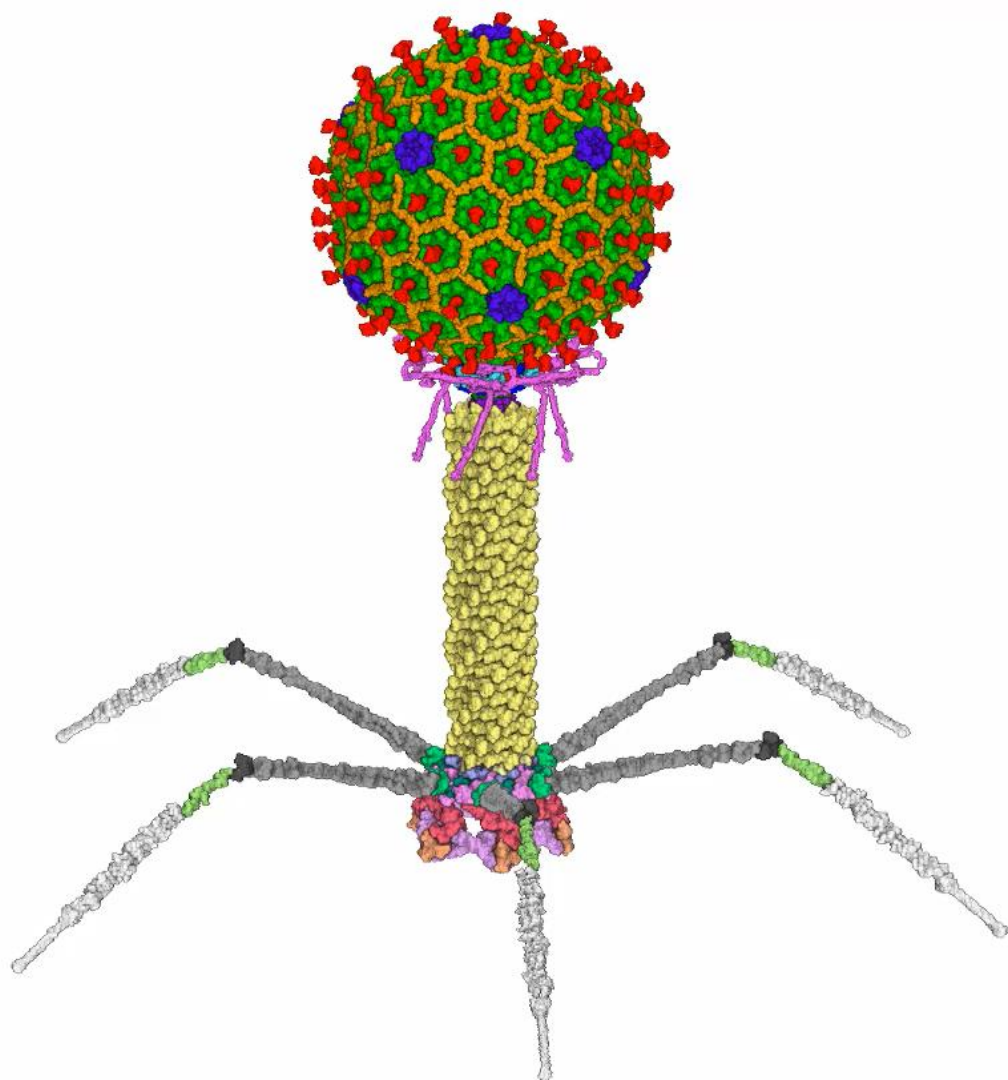


Applications

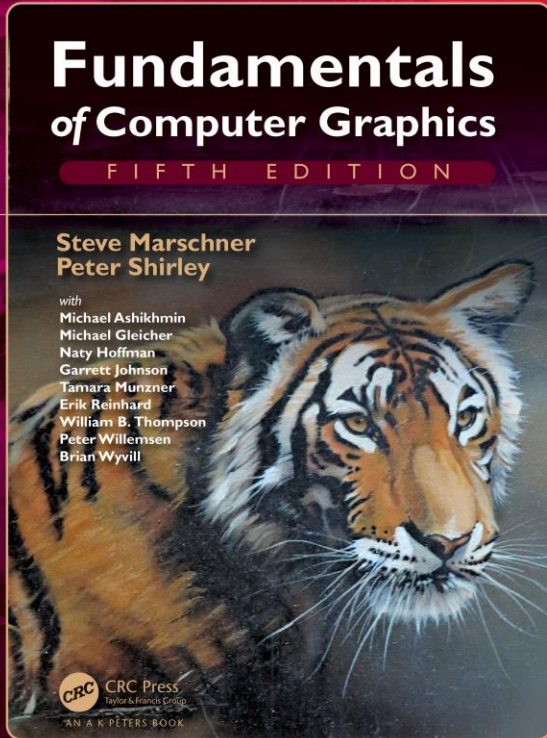
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Credits



Fundamentals of Computer Graphics, 5th Edition

by Peter Shirley, Steve Marschner

Publisher: A K Peters/CRC Press

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<https://learning.oreilly.com/library/view/fundamentals-of-computer/9781000426359/>

