



University of British Columbia  
CPSC 314 Computer Graphics  
Jan – Dec 2017

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[BabyX, Univ Auckland]



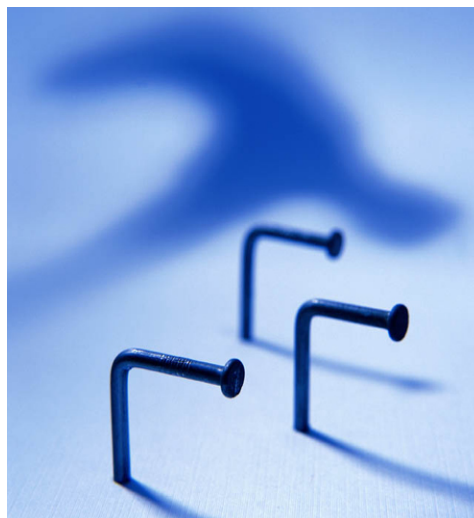
[[http://www.cgsociety.org/index.php/cgsfeatures/cgsfeaturespecial/building\\_3d\\_with\\_ikea](http://www.cgsociety.org/index.php/cgsfeatures/cgsfeaturespecial/building_3d_with_ikea)]

<http://www.ugrad.cs.ubc.ca/~cs314>

## Real or CG?

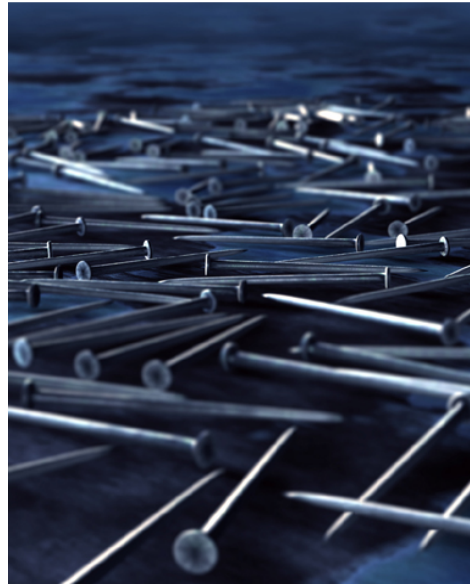
<http://area.autodesk.com/fakeorfoto>

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## Real or CG?

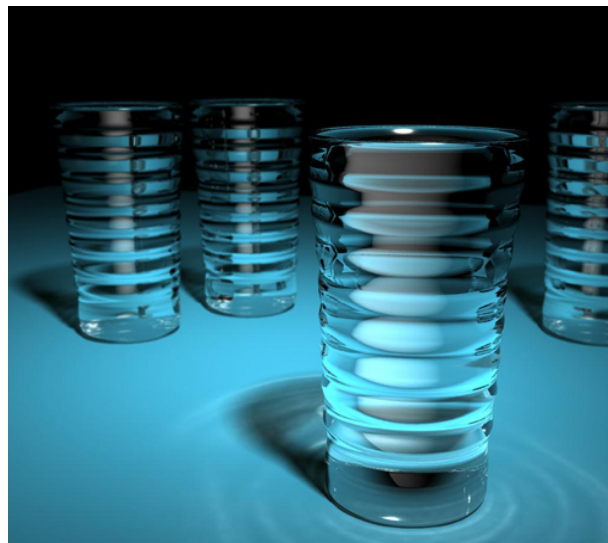
2



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## Real or CG?

3



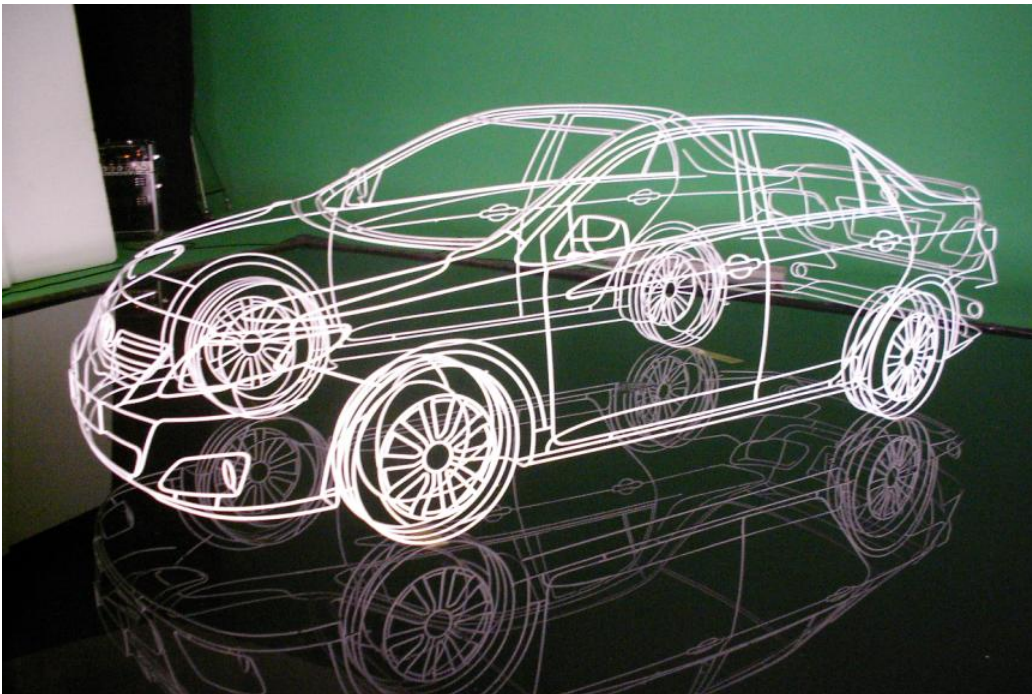
4

# Real or CG?

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## Applications of Graphics

- film & visual effects
- virtual reality
- games
- training simulators
- Google Earth, Streetview, ...
- [IKEA catalog](#)
- ...

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## Topics



2D imaging



modeling



animation



rendering

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## Other Topics

- colour perception
- novel interface design “imagination amplification”
- 3D printing
- computational photography
- ....

## Applications, APIs, and Theory

- focus is on theory + some API knowledge



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## WebGL

- this is a graphics course that uses WebGL
  - not a course \*on\* WebGL
- some lecture coverage of:
  - javascript (survey?)
  - WebGL
- three.js
- possibly one assignment in C++

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## Administrivia

- course web page
- lectures, in-class notes
- discussion: Piazza
- grading
  - assignments: theory + coding
  - participation: worksheets, pre-class prep
  - two midterms
- late days
- lab

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## Other Graphics Courses

- CPSC 424: Geometric Modeling (next year)
- CPSC 426: Computer Animation (this term)
  
- CPSC 526: Computer Animation
- CPSC 524: Computer Graphics: Modeling
- CPSC 547: Information Visualization (this term)

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## Next class

- Math review
- Homework
  - Piazza account
  - play with three.js examples