Chapter 16:
Modern Computer Graphics
What is Computer Graphics?

- Generation of static/dynamic (realistic) images on computer.
State of the Art CG
CG Research - UBC

- Rendering and Hardware - Wolfgang Heidrich
- Physics Based Animation - Robert Bridson
- Character Driven Animation - Michiel van de Panne
- Interfaces & Interaction - Michiel van de Panne
- Geometry Processing - Alla Sheffer
- Visualization - Tamara Munzner

University of British Columbia
Michiel van de Panne

Physics-Based Animation: Humans
Michiel van de Panne

Sketching Interfaces
Robert Bridson

Physics-Based Animation: Objects
Physics-Based Animation: Objects
Wolfgang Heidrich

Rendering, Hardware
Tamara Munzner

Information Visualization
What I Do

Geometry Processing
Parameterization

- Texture Mapping
- Constrained Texture Mapping
User-friendly CG - Morphing

When East Meets West
Fun Stuff

University of British Columbia
Other graphics courses

- CPSC 424: Geometric Modeling
  - Not given this year
- CPSC 426: Computer Animation
  - Given in the fall
- CPSC 514: Image-based Modeling and Rendering
- CPSC 526: Computer Animation
- CPSC 533A: Digital Geometry
- CPSC 533B: Animation Physics
- CPSC 533C: Information Visualization