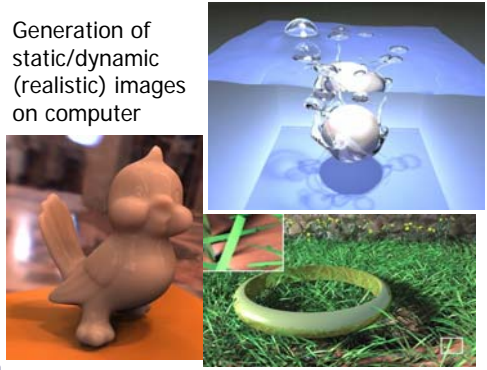# Computer Graphics

Introduction

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Chapter 16:

Modern Computer Graphics

What is Computer Graphics ?
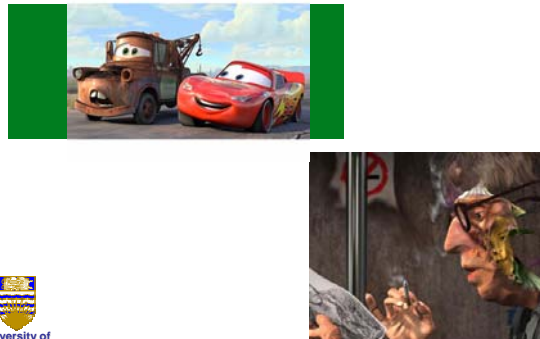
- Generation of static/dynamic (realistic) images on computer

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Classical CG

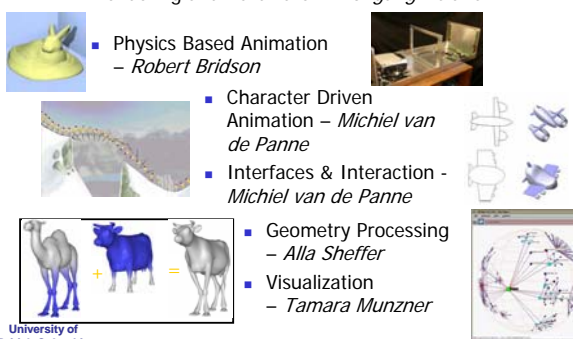University of British Columbia

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State of the Art CG

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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*

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Michiel van de Panne

Physics-Based Animation: Humans
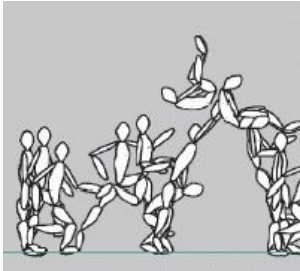
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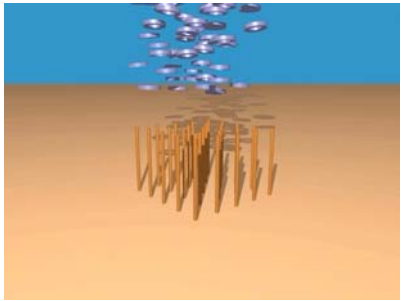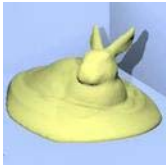### Michiel van de Panne

Sketching Interfaces

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Robert Bridson

Physics-Based Animation: Objects

University of British Columbia

Robert Bridson

Physics-Based Animation: Objects

University of British Columbia

Wolfgang Heidrich

Rendering, Hardware
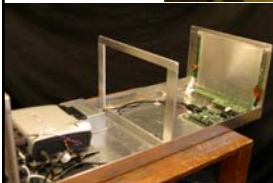
Tamara Munzner
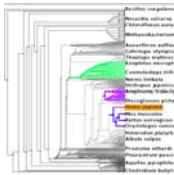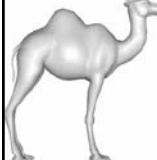
Information Visualization

British Columbia

What I Do

Geometry Processing

Computer Graphics

Parameterization

- Texture Mapping

- Constrained Texture Mapping

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User-friendly CG - Morphing

When East Meets West

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Fun Stuff

University of
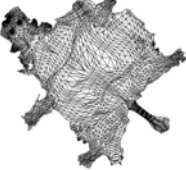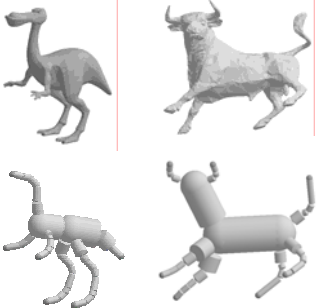British Columbia

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

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