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

Classical CG

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

Michiel van de Panne

Physics-Based Animation: Humans


**Computer Graphics**

**Parameterization**
- Texture Mapping
- Constrained Texture Mapping

**User-friendly CG - Morphing**
- When East Meets West

**Fun Stuff**

**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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