

Advanced Computer Graphics

- Instructor
 - Ming-Te Chi(紀明德), Assistant Professor
 - Mail : mtchi@cs.nccu.edu.tw
 - Office : 大仁 200213
 - Office hours: Thursday Am10:00~12:00
 - Tel: ext. 62773
- Class time: Wednesday 567
- Classroom: 大仁 200104
- Pre-requisites
 - Computer graphics
- Topics
 - Physically based rendering
 - Non-Photorealistic Rendering
 - Point-based rendering
 - Texture synthesis
 - Computation photography
- Grading
 - Paper presentation (30%)
 - Midterm Exam (30%)
 - Final Project (40%)
 - Class Participation (bonus) Class Participation (bonus)
- Reference
 - **Physically Based Rendering : From Theory to Implementation** by Matt Pharr
 - **Non-Photorealistic Rendering** by Bruce Gooch
 - Proceedings of ACM SIGGRAPH Computer Graphics
 - **OpenGL Programming Guide: The Official Guide to Learning OpenGL, Version 2.1, 6/e**, by OpenGL Architecture Review Board, Dave Shreiner, Mason Woo, Jackie Neider
 - **Real-Time Rendering**, Third Edition. by Tomas Akenine-Moller, Eric Haines, Naty Hoffman
- Course webpage:
 - <http://www.cs.nccu.edu.tw/~mtchi/acg09>