

Advanced Computer Graphics

- Instructor
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 - Office hours: Monday 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 3.0 and 3.1, 7/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/acg10>