

PA213 Advanced Computer Graphics / Intro

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Introduction

HCI^{LAB}

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Course Structure



Lectures (C119)

Tuesday at 12:00



Seminars (C119)

Tuesday at 12:00

(4. 3., 11.3. & 15.4., 22.4.)

BYOC (Bring Your Own Computer)

Visual Studio Code, Visual Studio 2022
not compulsory – but **highly** recommended

Requirements



2 Project Assignments

Path-tracing & NURBS

Maximum: 30pts

Required: 15pts



Written Exam

Practical and theoretical questions

Maximum: 70pts

Required: 35pts

Topics

- 7 Lectures
- 4 Coding Sessions
- Assignment deadlines
 - 6.4.
 - 18.5.

18. 2.	Intro + Monte Carlo Rendering (Part 1)
25. 2.	Monte Carlo Rendering (Part 2)
4. 3.	Coding: Path-tracing
11. 3.	Coding: Path-tracing
18. 3.	Terrains
25. 3.	Volume Rendering
1. 4.	Rational Curves and Surfaces (Part 1)
8. 4.	Rational Curves and Surfaces (Part 2)
15. 4.	Coding: NURBS
22. 4.	Coding: NURBS
29. 4.	Fluid Simulation and Rendering
6. 5.	L-Systems (Jiří Chmelík)
13.5	General processing on GPUs (Jiří Filipovič)