
CS176

INTRODUCTION TO COMPUTER GRAPHICS RESEARCH

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Basic information

- you may need a CS account
 - sysadmin.cs.caltech.edu
- class web page
 - www.cs.caltech.edu/courses/cs176
 - subscribe! (I'll need to check...)
- class: T/Tr 10.30-12; Ann 314

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Resources

- Prof: Mathieu Desbrun, mathieu@cs
 - TA: TBD

Assignments

- regular programming assignments
- late policy
 - 24h: 40%; 48h: 80%; then don't bother

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Assignments

- programming-language agnostic
 - however... we can only help so much
- no midterm, no final
- you don't need 100% to pass!
 - learn to manage time/grade ratio

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SUBJECT MATTER

(Very) Recent work

- interesting selected topics
 - generally not textbook material
- only way to learn: implement
- subjects: images, geometric modeling, physical modeling, etc.
 - don't hesitate to suggest one to me!

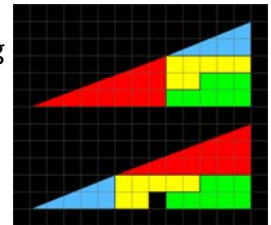
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FOOD FOR THOUGHT

Where's the missing square?

- visual impact
- best visual bang for your bucks



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THURSDAY: FIRST PROJECT

What's different?



- more importantly, how to do that?
- one thread at a time...