Computer Graphics II

- Part I: Animation (R. Ronfard)
- Part II: Rendering (N. Holzschuch)
- Part III: Modelling (G.-P. Bonneau)
Computer Graphics II

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Rendering

- November 3:
  - GPU programming
  - Realistic material models (BRDF)
- November 10:
  - Colors
  - Textures
  - Shadow mapping
- November 17:
  - Global Illumination
  - Monte-Carlo integration, MCRT
- November 24:
  - Expressive rendering
  - Computational Photography
Course information

- [http://maverick.inria.fr/Members/Nicolas.Holzschuch/cours/mosig.html](http://maverick.inria.fr/Members/Nicolas.Holzschuch/cours/mosig.html)
- All course information is on this page
- Including bibliography & slides
- ... and practicals
Practicals

- Wait, what?
Practicals

• Yep, practicals
• Computer Graphics is based on experience
• Especially rendering
  • You *must* code to see if you understood
• Strong demand by previous students
Practical information

• Code skeleton given
  http://maverick.inria.fr/Members/Nicolas.Holzschuch/cours/mosig.html

• Uses Qt5, OpenGL 4.4

• Works in ENSIMAG, E103 & E301

• Could work on your computers
  • no guarantee (especially if laptops/mini PCs)
Can it work on my computer?

• Possibly

• Not going to be faster (configure time is long)

• Fast answer:
  • glxinfo (Linux)
  • OpenGL Extension viewer (Windows/OSX)
Major version must be at least 4.

If driver name == Mesa, then software emulation.

VERY unlikely to work.
Practical information

- Use room E103 or E301 on campus
- Work in small groups (2-3 p)
- One practical per lesson, two weeks
- Use e-mail to ask for information
  - I mean it
Practical information

- Will it be marked?
- Will the marks count?
Practical information

• Will it be marked? YES
• Will the marks count?
Practical information

- Will it be marked? YES
- Will the marks count? YES
Questions?