

HJ380

Introduction to Computer Graphics for HAJE

Textbook

- Foundations of 3D Computer Graphics

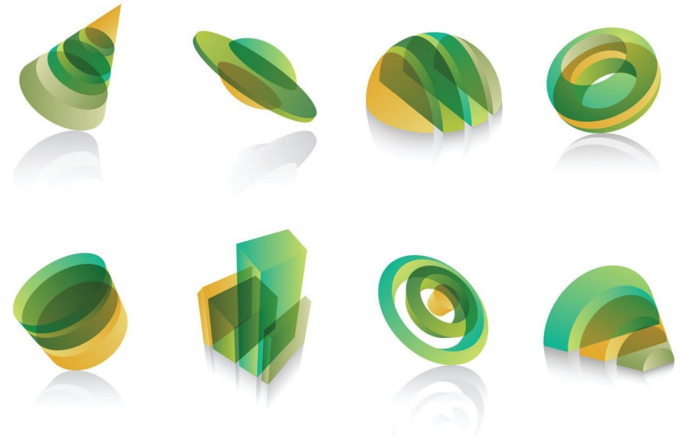
Steven J. Gortler, 2012

- Used in KAIST CS380

FOUNDATIONS OF

3D COMPUTER GRAPHICS

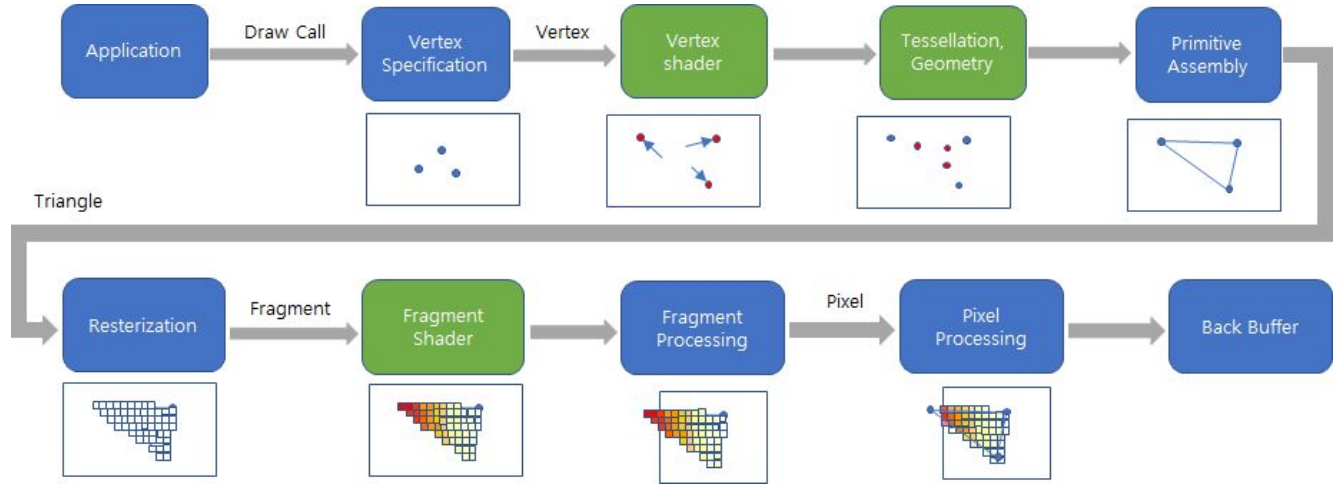
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Contents

Graphics Pipeline

- Transformation / Rotation
- Respect / Frames
- Camera
- Rasterization
- Texture / Material
- Animation



Contents

Shaders for Unity

- Unity-specific something
- making some shaders
 - Shader Effects
 - Cartoon Rendering



Notices for CG pipelines

- Requires Linear algebra
- We'll use <https://github.com/duong-nd/CS175/tree/master>
 - 연습 과제가 필요하면 여기 과제 (C++) 써도됨
- PPT 만들기 귀찮은 관계로 김민혁 교수님의 PPT를 쓸 예정
→ **PPT 공유 없음**
 - 저기 링크에 있는 교과서 보세요
 - vclab.kaist.ac.kr/cs380에 오피셜로 올라올듯(봄학기)

About the Seminar

- 월/목 오후 10시
- <https://noah.haje.org/c/seminar/hj380/357> for class
 - 자료/공지/설문 등 다양하게 사용할 예정
- #seminar_cg for miscellaneous use