

고급 그래픽스 – 4541.562

2008년 2학기

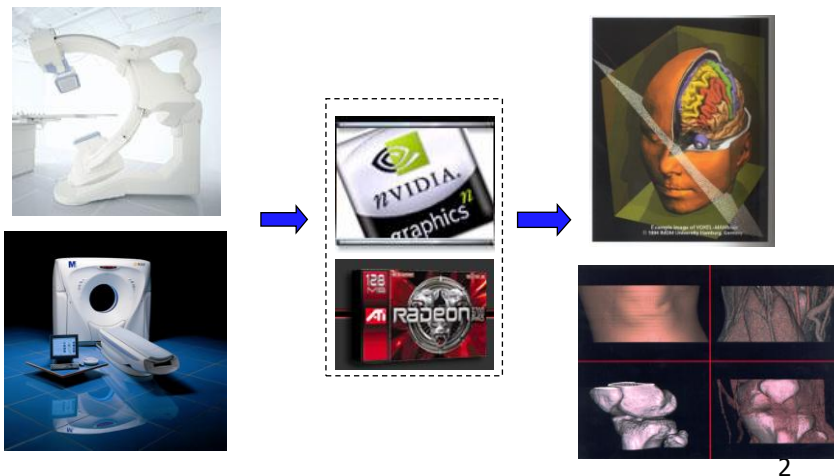
Instructor: 신영길 (yshin@cse.snu.ac.kr)
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Prerequisite: computer graphics

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What we will cover



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Textbook

- No textbook for this class
 - notes & papers
- Information sources:
 - GPU Gems II
 - IEEE Visualization publications
 - ACM SIGGRAPH publications
 - Eurographics publications
 - Online technical reports (nVIDIA, ATI, ...)

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Class Objectives

- Fundamental visualization algorithms
- State-of-the-art in volume visualization
- Hardware based Volume rendering

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Grading

- Class presentation & attendance: 20 %
- Exam: 40%
- Assignments & Term Project: 40%

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Syllabus

1. Visualization techniques
2. Surface rendering
3. Volume rendering I
4. Volume rendering II
5. Optimizing techniques I
6. Optimizing techniques II
7. Introduction to HCI
8. Usability and User-Centered Design
9. Human Capabilities
10. Designing Visual Interfaces
11. Principles for Interface Design
12. Evaluation Methods
13. Information Visualization I
14. Information Visualization II
15. Term project & Final exam

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