Name: _____

CS-421: Advanced Graphics

Optional Topics Survey

Distributed: Monday 29 November 2004
Return: Wednesday 1 December 2004 (in lab)

We have 4 lectures in weeks 8-10 in which we can cover any of the following topics. Topics will be selected by the professor based on class input. Put a "1" in front of the topic you would most like to see covered, a "2" in front of your next choice, etc.

- ____ Shadows (object space {non-ray-tracing} methods)
- ____ Quaternions (efficient rotations / modeling)
- ____ Framebuffer (stencils, etc. – an overview of buffers beyond the commonly used depth and color bufers)
- ____ Fractals (elegant mathematical representations approximating reality, or just for creating interesting graphics)
- ____ Blending (details of transparency in OpenGL)
- ____ Curves (Beziers and beyond and how OpenGL extensions allow them to be handled efficiently)

- ____ Write-in: _____

- ____ Write-in: _____

An introduction to most of these topics will take one day. If there is great interest in a particular area, two days might be allocated, going into greater depth. There is a lot to be said about curves in OpenGL and this topic can take between 1 and 3 days.

Feel free to include any comments below.