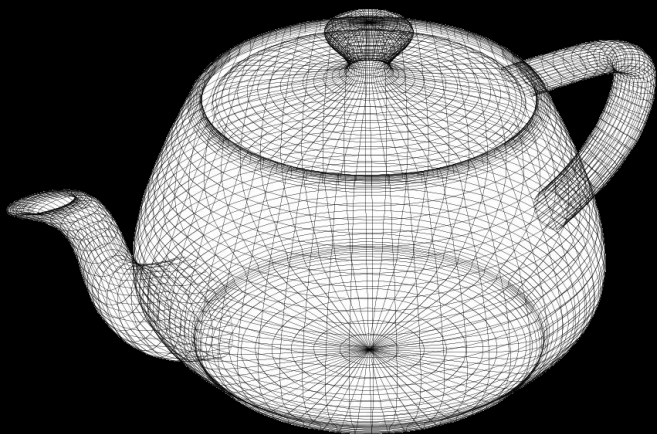


# 3D Graphics



M1 MOSIG

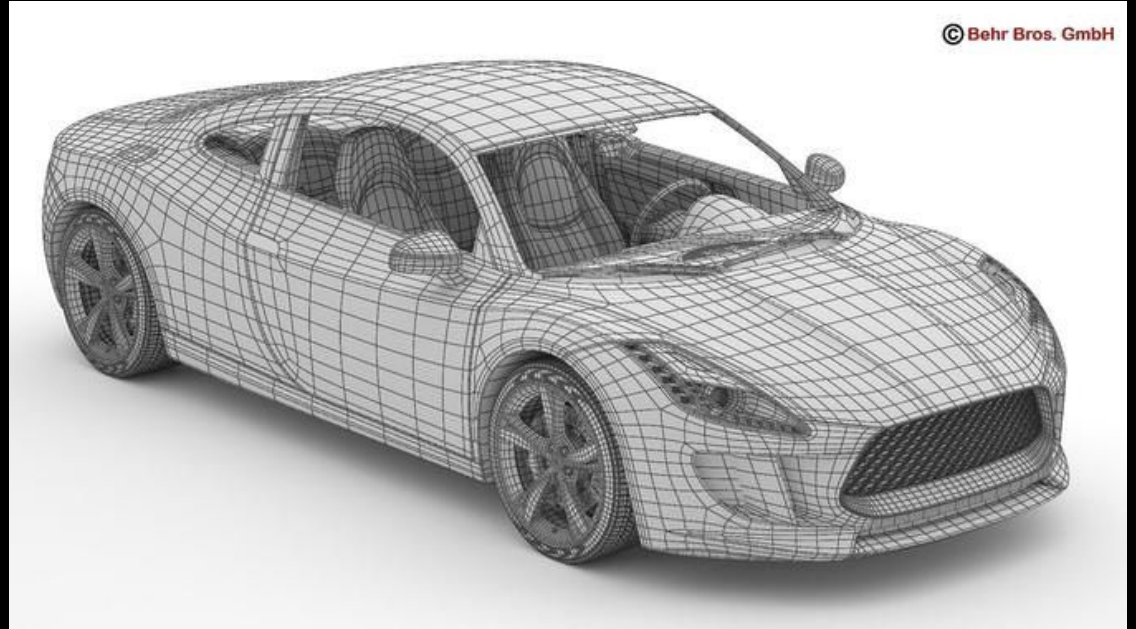


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# Overview of Computer Graphics

## Modeling

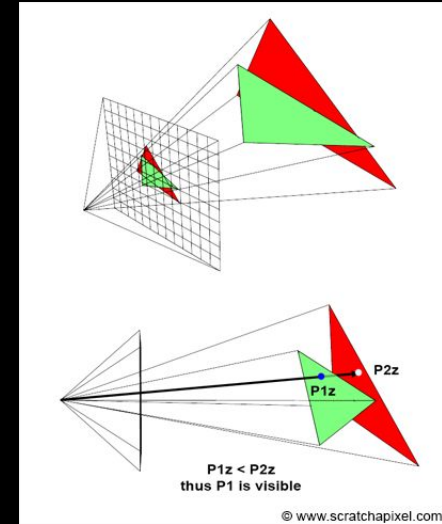
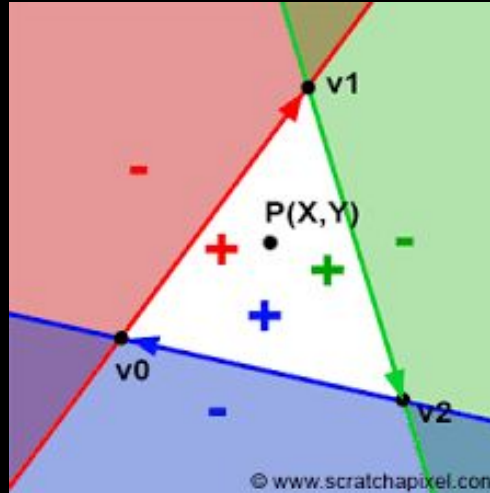
- Camera creation
- Meshes
- Transformations
- Etc.



# Overview of Computer Graphics

## Rasterization

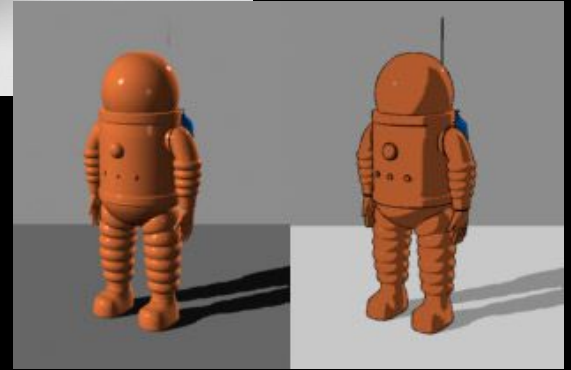
- Drawing primitives
- Depth buffer
- Rendering pipeline
- Etc.



# Overview of Computer Graphics

## Rendering

- Shading
- Adding details
- Expressive rendering
- Etc.



# Overview of Computer Graphics

## Practical

- Python
- GPU architecture



## Evaluation

Project : 50%

Exam : 50%

