2018 NCTS Summer Course: Image and Shape Manipulation

Speaker:

Shizuo Kaji (Kyushu University)

Chun-Chi Lin (National Taiwan Normal University)

In this course, we will discuss how to deal with images and shapes on computer. In Computer graphics, images are generated typically in three steps; modeling shapes, creating textures, and rendering images. Shapes are represented by polyhedron or meshes. They are created by designers or generated by physical simulation. While meshes are responsible for the geometry of objects, texture tells how the objects look or react with light. Rendering the 3D scene produces images by simulating how a camera captures light.

Time 2018/7/30-8/17 (Mon. ,Wed. and Fri.)
14:00 - 16:00

Venue Room 201, NCTS
Astro-Math Bldg., NTU

Organizers:
Shizuo Kaji (Kyushu University)
Chun-Chi Lin (National Taiwan Normal University)