

CMSC 635

Course Topics

Ray Tracing



Friedrich A Lohmüller, POV-Ray Hall of Fame Gallery

Ray Tracing

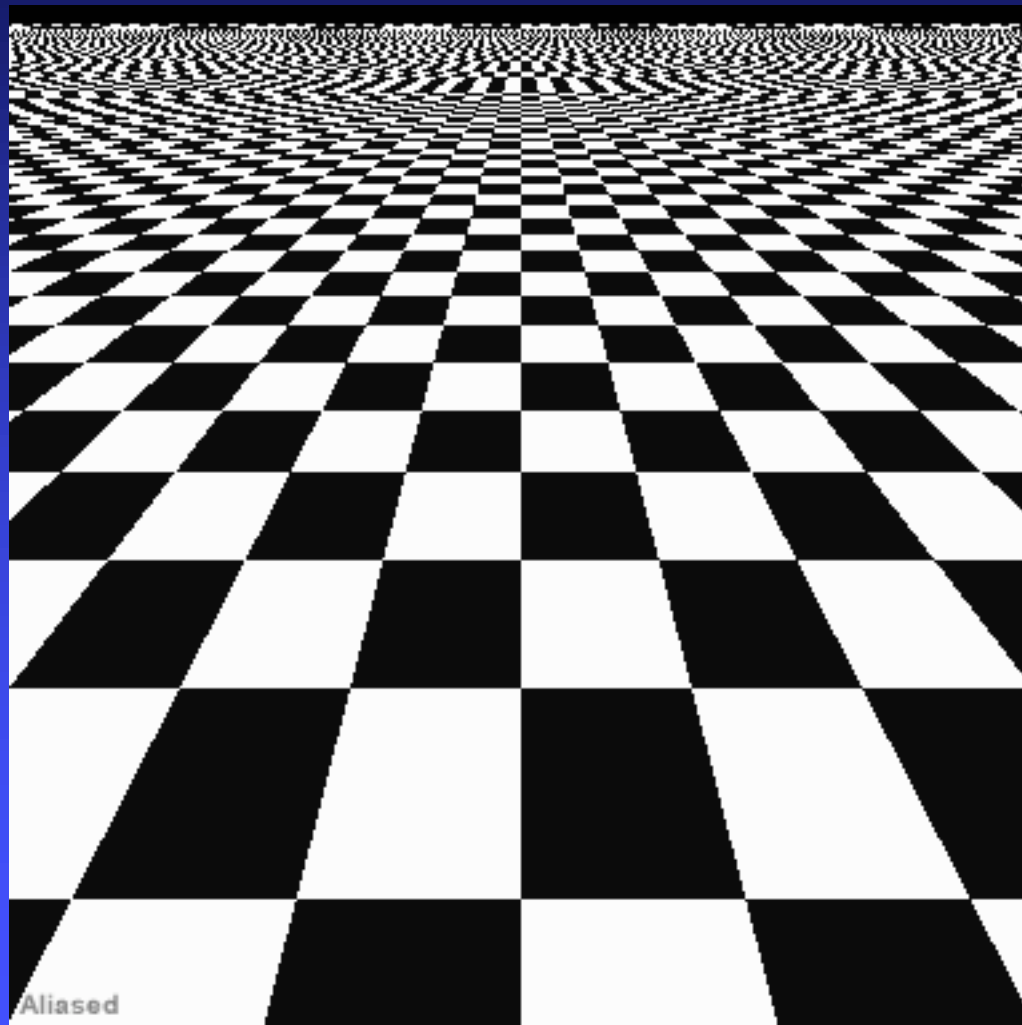


Norbert Kern, POV-Ray Hall of Fame Gallery

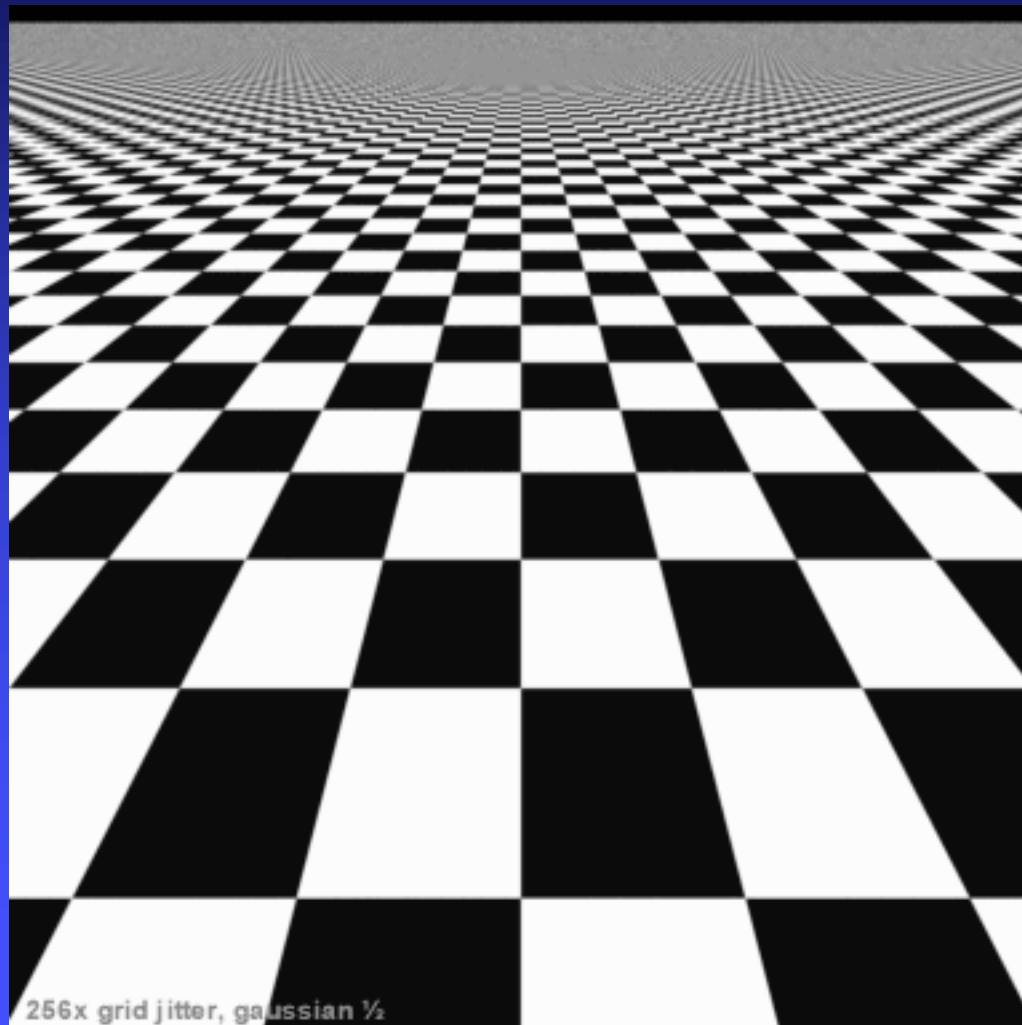
Antialiasing



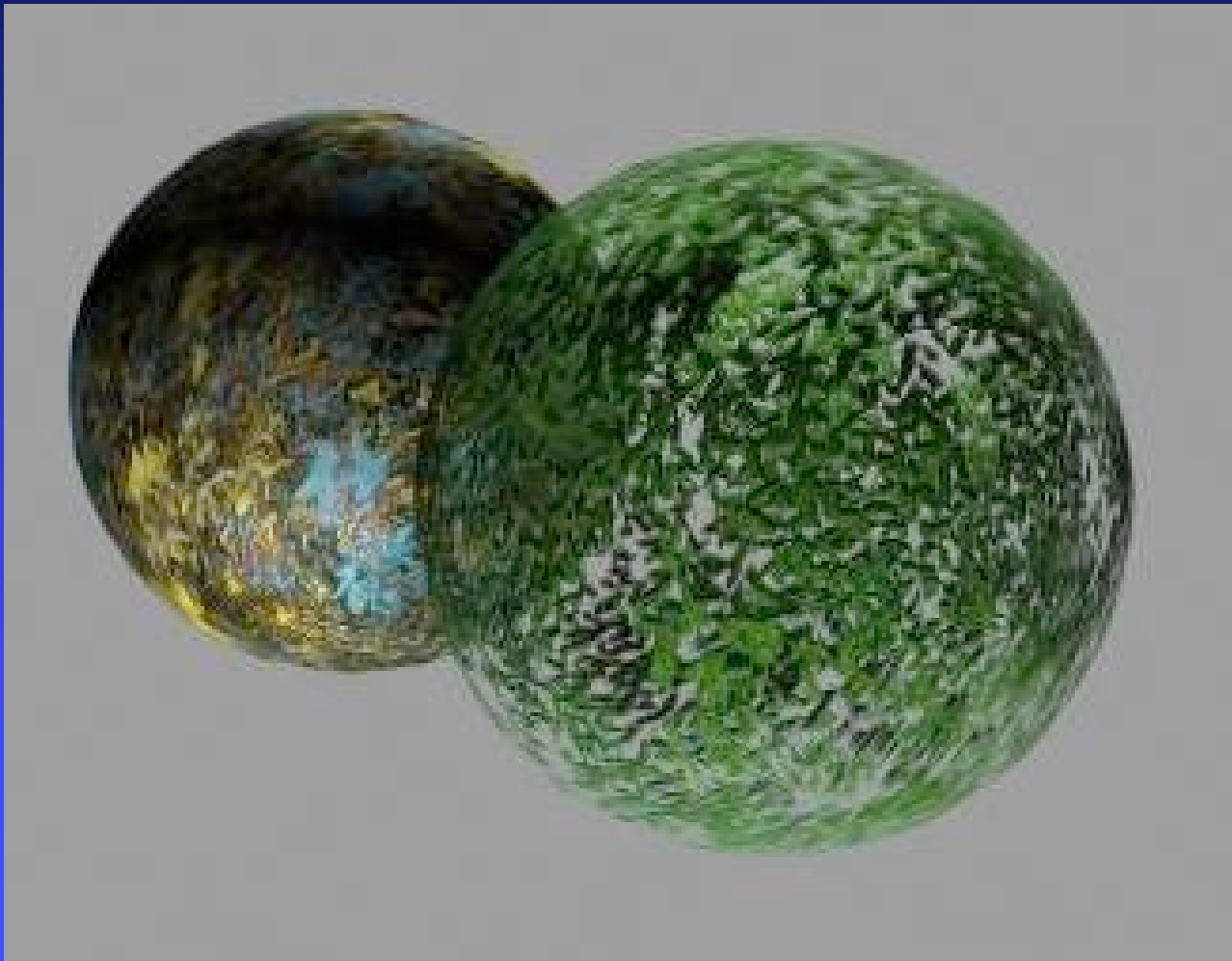
Antialiasing



Antialiasing



Texturing



SIGGRAPH HyperGraph

Volume Rendering



Stanford VolPack

Lighting



Jan Kautz, Interactive Glossy Reflections with Arbitrary BRDFs

Procedural Shading



Pixar, Toy Story

Non-Photorealistic Rendering



Bruce and Amy Gooch

Non-Photorealistic Rendering



Pierre-Loup Lesage, Toward Real Time Sketch-Based Exploration of Terrain

Texture Synthesis

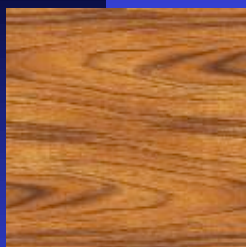
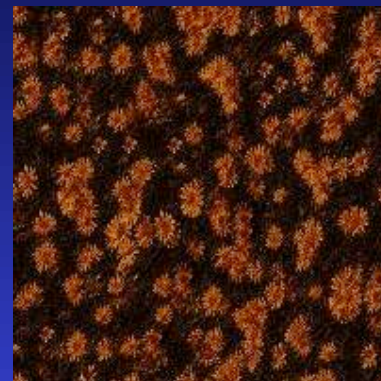
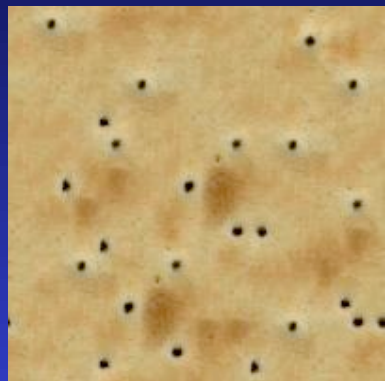


Image-Based Rendering



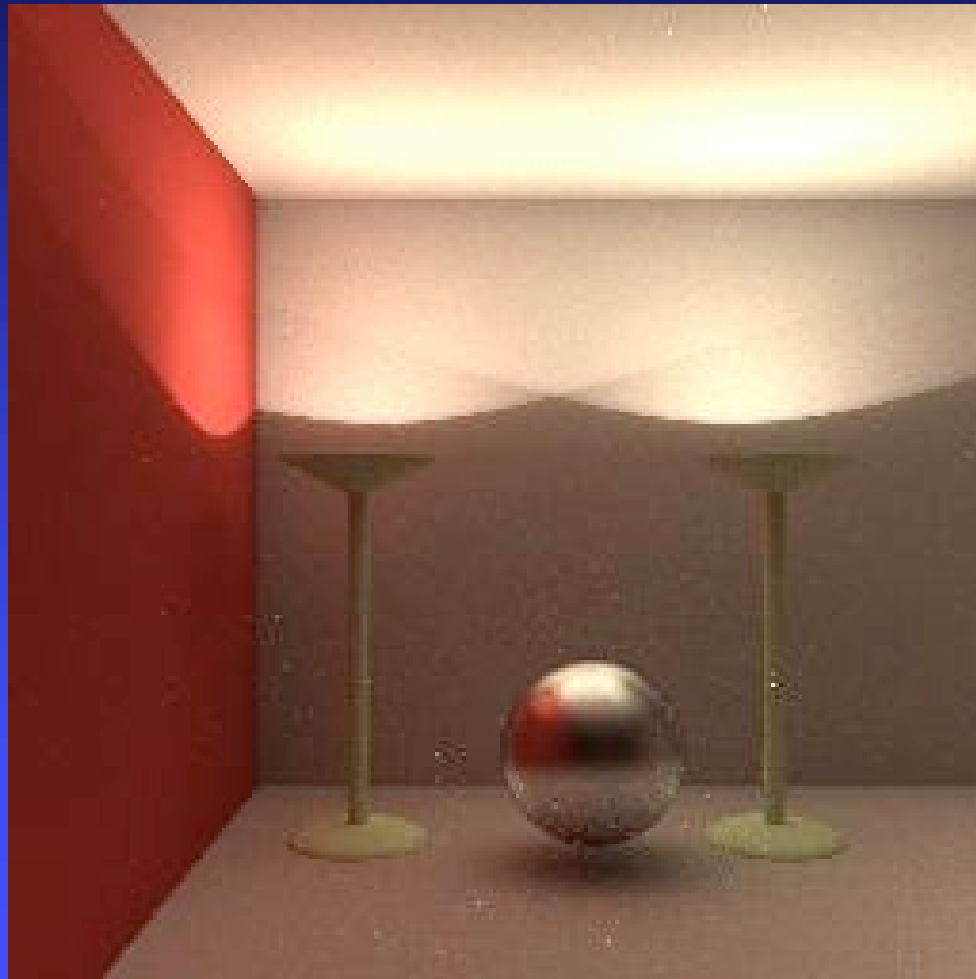
Pat Hanrahan and Marc Levoy, Light Field Rendering

Image-Based Rendering

Plenoptic Modeling

*An Image-Based
Rendering System*

Global Illumination



Glenn Evans and Michael McCool

Acceleration



Jon Cohen, Marc Olano and Dinesh Manocha, Appearance Preserving Simplification