

Course	Virtual Space Modeling
Course No.	02RB221
Credits	2.0Credits
Grade	1, 2Year
Timetable	FallAB Mon1,2
Instructor	Jun Mitani, Yoshihiro Kanamori, 結城 遠藤
Course Overview	Computer Graphics related topics are discussed such as shape modeling, rendering from the point of view of human interface and theory, citing concrete examples.
Remarks	Open in an even number year. Identical to 01CH503.
Course Type	lectures and class e
Course Remarks	Lecture in Japanese with English slides
Relationship to EMP Educational Objectives	
Course Objectives	Lean wide ranged knowledge and state-of-art technology of geometric modeling, rendering, and human-computer interface in 3D computer graphics.
Course Schedule	- History of Computer Graphics - Data structure and applications for Geometric Modeling - Photo-realistic rendering / Non-photo-realistic rendering - State-of-art terminology (presentations in turn)
Graduating Methods and Criteria	
Homework	
Textbook	
References	
Office Hour	Make an appointment by e-mail.
Messages for Students	
Teaching Fellow / Teaching Assistant	
Keywords	Computer, Graphics, Geometric, modeling, Rendering, Human-Computer, interface