

OVERVIEW

2011 Introduction to Graphics

Lecture 0

Overview



- Course covers the essentials of 2D graphics
 - ▣ The Graphics Pipeline
 - ▣ Colour and Colour Models
 - ▣ Shapes, Curves and Fonts
 - ▣ Interaction
 - ▣ Coordinate Systems
 - ▣ Scene Graphs and Constructive Area Geometry
 - ▣ Basic Image Processing
 - ▣ Overview of a 2D Imaging API (e.g. Java2D)

Lectures



- Lectures are in weeks 2 – 4
- Coursework:
 - ▣ Set at end of week 5
 - ▣ Due Friday February 11th at 23:55 (Moodle)
- Lab: Fri 14-16 (MPEB 1.21)
 - ▣ Demonstrator: Neill Campbell
- Notes and more:
 - ▣ <http://www.cs.ucl.ac.uk/staff/J.Kautz/teaching/2011/>