Algorithmen für die Echtzeitgrafik

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MPI

Organisation

Who Is Talking to You

- Daniel Scherzer (scherzer@mpi-inf.mpg.de)
- Tyrolean (please note the dialect)
- Works at MPI
- Research
  - Shadows, LOD blending, terrain, temporal coherence, procedural modelling, image-based rendering, GI, shape understanding

Organisation - Lecture

- Time: Blocked in March and June

- Schedule on the web

- Announcements via TISS-abo

  - tiss.tuwien.ac.at

- Homepage

  - www.cg.tuwien.ac.at/courses/ARTR

- Grading: by homework

- 066 932 Visual Computing

- 066 950 Didactic for Informatics

Organisation - Homework

- 6 **small** examples
  - Download nearly finished example
  - Get it to compile/run
  - Fill in missing stuff (finish shader, write CUDA function, …)
  - Upload finished example
  - Estimated effort ~ 2h/sample
- 2 Deadlines
  - One for first 3 examples, …
  - Dates on webpage

Organisation - Homework

- Topics
  - Animation: implement vertex skinning
  - (Variance) Shadow Mapping
  - Motion Blur with temporal coherence
  - SSAO
  - Displacement Mapping
  - Real-time ray-tracer

Organisation - Homework

- informatik-forum.at: help for homework
  URL on web page
- Tutor
  - Peter Houska == Husky@Forum
- Grading
  - All homeworks count equal
  - If you just fill in the required code 85%
  - If you do something extra up to 120%
  - Best homeworks are presented at presentation event
- For a "1" a total of 90% is needed