ECSE 446. REALISTIC IMAGE SYNTHESIS.

Credits: 3

Offered by: Electrical & Computer Engr (Faculty of Engineering)

This course is not offered this catalogue year.

Description

Introduction to mathematical models of light transport and the numerical techniques used to generate realistic images in computer graphics. Offline (i.e., raytracing) and interactive (i.e., shader-based) techniques.

- (3-2-4)
- Prerequisites: (ECSE 205 and ECSE 250) or (ECSE 202, ECSE 205, and COMP 250)
- Restrictions: Not open to students who have taken or are taking ECSE 546.

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