**CS176**

**Introduction to Computer Graphics Research**

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**CS176**

**Basic information**
- you may need a CS account
- sysadmin.cs.caltech.edu
- class web page
- www.cs.caltech.edu/courses/cs176
- subscribe! (I'll need to check...)
- class: T/Tr 10.30-12; Ann 314

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**CS176**

**Resources**
- Prof: Mathieu Desbrun, mathieu@cs
- TA: TBD

**Assignments**
- regular programming assignments
- late policy
  - 24h: 40%; 48h: 80%; then don't bother

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**Subject Matter**

(Very) Recent work
- interesting selected topics
- generally not textbook material
- only way to learn: implement
- subjects: images, geometric modeling, physical modeling, etc.
- don't hesitate to suggest one to me!

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**Food For Thought**

Where's the missing square?
- visual impact
- best visual bang for your bucks

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Thursday: First Project

What's different?

- more importantly, how to do that?
- one thread at a time...