

(2002 1)

:
(: 43-449) (: AS905)
: 3 : 9,10,11(AS912)
: 43-410
: 4:00-6:00

1.

3 , 가 ,

가 가 ,

2.

가. : 60%

. :

. : 40%

. :

. :

3.

- Real-time rendering pipeline
- Spatial data structures and algorithms for real-time applications
- Visibility for real-time applications
- Collision detection for real-time applications
- Lighting and shading programing in real-time rendering
- Geometric modeling for real-time applications
- Animation for real-time applications
- Design and Implementation of 3D game engine
-

4.

가. :

T. Moeller and E. Haines, *Real-Time Rendering*, AK Peters, 1999.

. :

5.

가

가. 가 - : - : 30%

. - : - : 30%

. - : - : 40%

6.

가. : 43-410

C/ C++

OpenGL