

(2002 2)

:
(: 43-464)
: 3
: 43-410
:
(: AS905)
: 11(AS912)
: 1:00-3:00

1.

2.

가. : 60%
. :
. : 40%
. :
. :

3.

- Introduction to physically-based animation
- Introduction to partial differential equations
- Solution techniques for Navier-Stokes equation
- Rendering techniques for fluids
- 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 programming 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 - : 30%

. - : - : 30%
. - : - : 40%

6.

가. : 43-410

. C/C++ OpenGL