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SIGGRAPH University : \"An Introduction to OpenGL Programming\" ~~Flying Ball Computer Graphics Project using OpenGL~~

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My first 3D game using OpenGL + Glut (Extended)~~OpenGL Tutorial - 3 | Animation | OpenGL in C++ with the GLUT library~~ *How to Make a Simple 3D Modeling Program | OpenGL Tutorial* *Traffic Signals - OpenGL C++ Project* *Creating Circle in opengl* *Understanding the Graphics Pipeline OpenGL : Rubiks Cube Solver - CG Project* *Simple Village CG Mini Project | Computer Graphics Mini Project Using OpenGL*

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Computer Graphics (CS 543) Lecture 1 (Part 3): Introduction to OpenGL/GLUT (Part 2) Prof Emmanuel Agu Computer Science Dept. Worcester Polytechnic Institute (WPI)

Computer Graphics (CS 543) 1 (Part Introduction to OpenGL ...

CS 543 - Computer Graphics: OpenGL, Continued by Robert W. Lindeman gogo@wpi.edu (with help from Emmanuel Agu ;-)

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R.W. Lindeman - WPI Dept. of Computer Science 2 OpenGL Basics Last time: W

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What is Computer Graphics? What are the principles? What are the components? In this... Today: Start learning OpenGL
OpenGL programs

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OpenGL, Continued CS 543 - Computer Graphics

CS 543 - Computer Graphics: OpenGL, Continued by Robert W. Lindeman gogo@wpi.edu (with help from Emmanuel Agu ;-)
R.W. Lindeman - WPI Dept. of Computer Science 2 Last time.... OpenGL set up
Basic structure OpenGL skeleton Callback functions, etc.

CS 543 - Computer Graphics: OpenGL, Continued

CS 543 - Computer Graphics: Intro to OpenGL by Robert W. Lindeman gogo@wpi.edu (with help from Emmanuel Agu ;-)

Intro to OpenGL CS 543 - Computer Graphics

Hill and Kelley, Computer Graphics using OpenGL, 3 edition UIUC CS 319, Advanced Computer Graphics Course David Luebke, CS 446, U. of Virginia, slides Chapter 1-6 of RT Rendering Hanspeter Pfister, CS 175 Introduction to Computer Graphics, Harvard Extension School, Fall 2010 slides
Christian Miller, CS 354, Computer Graphics, U. of Texas ...

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Computer Graphics (CS 543) (Part Environment and Refractions)

Computer Graphics (CS 543) Lecture 3 (Part 1): Building 3D Models Prof Emmanuel Agu Computer Science Dept. Worcester Polytechnic Institute (WPI) 3D Applications 2D ... Meshes now standard in graphics OpenGL

Computer Graphics (CS 543) 3 (Part 3D Models

Computer Graphics CS 543 – Lecture 7 (Part 2) Lighting, Shading and Materials (Part 2) Prof Emmanuel Agu Computer Science Dept. Worcester Polytechnic Institute (WPI) Modified Phong Model $I = k I_l n \dots$ OpenGL leaves determination of normal to ...

Computer Graphics CS 543 – Lecture 7 (Part 2)

Computer Graphics (CS 543) Lecture 7 (Part 1): Shadows and Fog Prof Emmanuel Agu Computer Science Dept. Worcester Polytechnic Institute (WPI) Introduction to Shadows Shadows ... Computer Graphics using OpenGL (3 edition) ...

Computer Graphics (CS 543) 7 (Part Shadows and Fog

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CS 543 Computer Graphics, Spring Semester 2018. Lectures: Fuller Labs (FL) 320, Wednesdays, 6:00 -

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8:50PM. Grader/Student Assistant: Xuanyu Chen (xchen9@wpi.edu) Office hours: Tuesdays 5 - 7PM, Wednesdays 1 - 3PM. Note: All SA office hours will be held in the zoolab unless you receive instructions otherwise.

CS 543 Computer Graphics, Spring Semester 2018 - WPI

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CS 543 Computer Graphics, Fall Semester 2019. Lectures: Fuller Labs (FL) 320, Wednesdays, 6:00 - 8:50PM Instructor: Prof. Emmanuel Agu, FL-139, 508-831-5568, emmanuel@cs.wpi.edu Office Hours: Thursdays 5:00 - 6:00PM; Others by appointment Required Text: Interactive Computer Graphics (6th edition) by Angel and Shreiner (Available on Amazon.com)

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Computer Graphics CS 543 –Lecture 4 (Part 1) Building 3D Models (Part 1) Prof Emmanuel Agu
Computer Science Dept. Worcester Polytechnic Institute (WPI) ... 3D: points have (x,y,z) coordinates In
OpenGL, 2D graphics are special case of 3D graphics. Setting up 3D Applications ...

Computer Graphics CS –Lecture (Part Models (Part 1)
Computer Graphics CS 543 – Lecture 8 (Part 2) Texturing Prof Emmanuel Agu Computer Science Dept.
Worcester Polytechnic Institute (WPI) The Limits of Geometric Modeling ... Bitmap (pixel
map) textures (supported by OpenGL) ...

Computer Graphics CS 543 – Lecture 8 (Part 2)
About This Course Computer graphics: algorithms, mathematics, data structures that enable a
computer to make PRETTY PICTURES Graphics techniques evolved over the years Now standardized
into programmable libraries OpenGL: popular graphics libraries, open source! CS program wants you to
learn concepts, OpenGL Internals Future job: probably just program OpenGL

CS 543: Computer Graphics Lecture 1 (Part 1): Introduction
CS 4731/543: Computer Graphics Lecture 2 (Part IV): Introduction to 3D Modeling Emmanuel Agu. 3D
Modeling n Overview of OpenGL modeling (Hill 5.6) n Modeling: create 3D model of scene/objects n
OpenGL commands n Coordinate systems (left hand, right hand, openGL-way) n Basic shapes (cone,
cylinder, etc)

CS 4731/543: Computer Graphics Lecture 2 (Part IV ...

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CS 543 Computer Graphics, Fall Semester 2013. Lectures: FL-311, Tuesdays, 6pm - 8:50pm Instructor: Prof. Emmanuel Agu, FL-139, 508-831-5568, emmanuel@cs.wpi.edu Office Hours: Tuesdays 4 - 5PM; Others by appointment Required Text: Interactive Computer Graphics (6th edition) by Angel and Shreiner Supplemental texts (Optional):

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