

SCHEDULE FOR MTCG CS6849

R-T slot

August

Sl. No.	Date	Name	Topic
1	01.08.2012	Prof. Das	Cubic Spline
2	17.08.2012	Prof. Das	SIGGRAPH Report + demo proposals + Topic distribution
			Continuation from B-splines
3	22.08.2012	Amit	Subdivision and refinement, Tessellation
4	25.08.2012	Prateek	GPU + OpenGL extension
		Ankit	Methods of cloth modeling, skin rendering
5	29.08.2012	Amit and Ankit	Leftover talks
6	31.08.2012	Prof. Das	Nurbs
		Prateek	GPU +OpenGL Extensions

September

	01.09.2012		
7	05.09.2012	Numaan	Fluid modeling (Water/ fog/ smoke modeling)
8	07.09.2012	Prof. Das	Getting into NURBS
		Ankit	Methods of cloth modeling (skin rendering)
9	12.09.2012	Ramya Kant	Soft object – Hair, leaves, grass
	14.09.2012		No Class
10	20.09.2012	Prateek	GPU + OpenGL Extensions
			Discussion on Demo
11	21.09.2012	Amit	Subdivision and refinement- subdivision algorithms
		Ramya Kant	3D hair, Clarifications (canceled)
12	26.09.2012	Ramya Kant	3D hair, Clarifications
		Numaan	Fluid Modeling (Water/fog/smoke modeling)
13	28.09.2012	Prof. Das	NURBS +Demo discussion

October

14	03.10.2012		Demo 1
15	05.10.2012	Prof. Das	NURBS
		Ramya Kant	Soft object – grass
	10.10.2012		No class
16	12.10.2012	Suranjana	Visual saliency and perceptual attractiveness.
		Numaan	Fluid modeling (Water/ fog/ smoke modeling)

17	17.10.2012	Numaan	Visual realism - Object rendering, iterative ray tracing, radiosity, plenoptic function
		RamyaKant	Volumetric hair + leaves
18	19.10.2012	Amit	Tessellation and advanced meshing, mapping and warping shapes, interactive modeling of artificial shapes
		Ankit	Implicit surfaces, stylized rendering and illusion, facial animation, appearance capture
	24.10.2012		Holiday
19	26.10.2012	Prateek	Animation and Capture
		Numaan	Fluid modeling (Water/ fog/ smoke modeling)
20	31.10.2012	Ramya Kant	iterative ray tracing, plenoptic function

November

21	02.11.2012	Prof. Das	Image + Video based Rendering
22	07.11.2012	Numaan	Fluid modeling (Water/ fog/ smoke modeling)
		Ramya Kant	material effect, BRDF and photon
23	09.11.2012	Amit	Tessellation and advanced meshing, mapping and warping shapes, interactive modeling of artificial shapes
		Ankit	Implicit surfaces, stylized rendering and illusion, facial animation, appearance capture
24	14.11.2012	Prateek	Animation and Capture
			Demo (2)