

**SCHEDULE FOR MTCG**

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                  |
|    |            | Numaan     | Fluid modeling (Water/ fog/ smoke modeling)        |
|    | 14.09.2012 |            | No Class                                           |
| 10 | 20.09.2012 | Prateek    | GPU + OpenGL Extensions                            |
| 11 | 21.09.2012 | Amit       | Subdivision and refinement- subdivision algorithms |
| 12 | 26.09.2012 | Ramya Kant | Soft object – Hair, leaves, grass                  |
|    |            |            | Revamp + Demo                                      |
| 13 | 28.09.2012 | Prof. Das  | NURBS                                              |

**October**

|    |            |            |                                                                                         |
|----|------------|------------|-----------------------------------------------------------------------------------------|
| 14 | 03.10.2012 |            | Demo 1                                                                                  |
| 15 | 05.10.2012 | Prof. Das  | NURBS                                                                                   |
| 16 | 10.10.2012 | Numaan     | Fluid modeling (Water/ fog/ smoke modeling)                                             |
|    |            | Ramya Kant | Visual realism - Object rendering, iterative ray tracing, radiosity, plenoptic function |
| 17 | 12.10.2012 | Suranjana  | Visual saliency and perceptual attractiveness.                                          |
| 18 | 17.10.2012 |            | Follow-up talks                                                                         |

|    |            |            |                                                                                                          |
|----|------------|------------|----------------------------------------------------------------------------------------------------------|
| 19 | 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                                                                                                  |
| 20 | 26.10.2012 | Prateek    | Animation and Capture                                                                                    |
|    |            | Numaan     | Fluid modeling (Water/ fog/ smoke modeling)                                                              |
| 21 | 31.10.2012 | Ramya Kant | Visual realism - Object rendering, iterative ray tracing, radiosity, plenoptic function                  |

## November

|    |            |            |                                                                                                          |
|----|------------|------------|----------------------------------------------------------------------------------------------------------|
| 22 | 02.11.2012 | Prof. Das  | Image + Video based Rendering                                                                            |
| 23 | 07.11.2012 | Numaan     | Fluid modeling (Water/ fog/ smoke modeling)                                                              |
|    |            | Ramya Kant | Perlin noise, light & shadow, material effect, BRDF, volume and photon                                   |
| 24 | 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                 |
| 25 | 14.11.2012 | Prateek    | Animation and Capture                                                                                    |
|    |            |            | Demo (2)                                                                                                 |