

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
	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
12	26.09.2012	Ramya Kant	Soft object – Hair, leaves, grass
		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
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)