Tentative Schedule

AUGUST	**23**		
	Mathematical and conceptual basics.		
	28	***30***	A01: Fundamentals Review
	History and general approaches to rendering.		
SEPTEMBER	**04**	***06***	A02: Basic Shading in GLSL
	Shading languages and basic reflectance models.		
	11	***13***	A03: Patterns and Noise in GLSL
	Techniques for generating patterns and noise.		
	18	**20**	
	Material property maps and layers.		
	25	***27***	A04: Simulating the Real in GLSL
	Deferred rendering and advanced shader methods.		
OCTOBER	**02**	**04**	
	Interactive rendering asset workflow and tools.		
	09	***11***	A05: Scene in Unreal Engine
	Physically based rendering in interactive applications.		
	16	**18**	
	Physics of light transport.		
	23	***25***	A06a: Ptex Portrait or A06b: The Real Re-visited
	Reflectance and scattering models.		
NOVEMBER	**30**	**01**	
	Global illumination rendering in production.		
	FALL BREAK	**08**	A07: Authoring a BxDF
	Survey of lighting for production.		
	13	**15**	
	Introduction to volume rendering.		
	20	***THANKSGIVING***	
	Introduction to non-photorealistic rendering.		
	27	**29**	A08: Still Life in RenderMan
DECEMBER	**04**	**06**	
	Production Renderers.		
	Final Exam 8-10:30	***13***	A09: Directed Project