



*“Texture Mapping Geometry Images”  
by Alexandre Mattos Winter 2007*

## **CSC 572 - Computer Graphics (graduate level) will be taught in Fall 2008!**

**Have you always wanted to learn even more about computer graphics? Come learn more about current research in computer graphics and complete your own research project (an excellent first step towards a Master’s thesis project)! This graduate level course offers you the chance to learn more about geometric modeling, the process of acquiring, editing and enhancing digital models to be used in animation and rendering. This includes the chance to learn about novel representations of digital models, their acquisition from real world object and novel algorithms to enhance their utility. To find out more and see examples of past student’s projects, see: <http://users.csc.calpoly.edu/~zwood/teaching/csc570/>**

**This course is open to master’s students and advanced undergraduate students with the instructor’s permission. This course can be used as an undergraduate technical elective.**

**For questions email: [zwood@calpoly.edu](mailto:zwood@calpoly.edu)**