

# CAP 123: CGI Shading, Lighting and Rendering

This course introduces students to the mechanics of how various materials react to light in real life and in a CGI software. Topics include study of various shaders, lighting techniques and rendering parameters. Upon completion the student should be able to reproduce a common object surface and render it efficiently.

**Credits:** 3

**Transfer Code:** Transfer Code

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**Lab Hours:** 4

**Lecture Hours:** 1

**Prerequisites:**

CAP 101

**Co-Requisites:**

None