

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

Code C

Lab Hours: 4

Lecture Hours: 1

Prerequisites:

CAP 101

Co-Requisites:

None