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
Lab Hours: 4
Lecture Hours: 1
 0
Prerequisites:
CAP 101