
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

Lecture Hours 1

Lab Hours 4

Transfer Code

Code C

Core Course

Prerequisite Courses

CAP 101

Corequisites

None