Other Graphics-Related Courses at CMU

15-860 **Physically Based Modeling**, Andy Witkin and David Baraff
simulating dynamics for interactive modeling and for animation
15-881 **Introduction to Geometry**, Mike Erdmann
differential geometry (math of surfaces), computational geometry
15-499/820 **Media Technology**, Roger Dannenberg
multimedia: audio, still images, video, compression
15-862 **Rendering**, Paul Heckbert
rendering at an advanced level, read research papers, do research

15-860 **Experiments in Audience Interactivity**, Andy Witkin and Rob Fisher
interactive games for an entire audience
16-721 **Advanced Perception**, Takeo Kanade?
computer vision, sensors
15-846 **Introduction to Parallel Algorithms and Programming**, Guy Blelloch
more partical course about parallel algs.
15-850, **Advanced Parallel Algorithms**, Gary Miller, Bruce Maggs
more theoretical course about parallel algs., computational geometry
signal & image processing courses taught by ECE department

contact professors for schedule & details

Good Graphics Graduate Schools

Carnegie Mellon - physically based modeling/interaction, rendering
Andy Witkin aw@cs.cmu.edu, David Baraff, Paul Heckbert
Stanford - radiosity, volume rendering, image processing
Pat Hanrahan hanrahan@cs.stanford.edu, Marc Levoy
University of British Columbia - natural phenomena, animation, rendering
Kelly Booth ksbooth@cs.ubc.ca, Alain Fournier, Dave Forsey
University of North Carolina - interaction, VR, scientific vis., hardware
Henry Fuchs fuchs@cs.unc.edu, Fred Brooks, Stephen Pizer
University of Washington - surface modeling, painting
Tony DeRose derose@cs.washington.edu, David Salesin
University of California at Berkeley - surface modeling, walkthroughs
Carlo Sequin sequin@miro.berkeley.edu, Brian Barsky
Cornell - reflection models, applications in architecture and theater lighting
Don Greenberg dpg@graphics.cornell.edu