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