

Other Graphics-Related Courses at CMU

- 15-499/881 **Introduction to Geometry**, Mike Erdmann
differential geometry (math of surfaces), computational geometry
- 15-499C/820 **Media Technology**, Roger Dannenberg
multimedia: audio, still images, video, compression
- 15-385 **Computer Vision**
- 15-847A **World Wide Web Technologies**, Adam Beguelin
HTTP, Java, internet
- 15-862 **Rendering**, Paul Heckbert
rendering at an advanced level, read research papers, do research
- 15-850C **Algorithms in the “Real World”**, Guy Blelloch, Gary Miller, and Danny Sleator
compression, mesh generation, data structures
- 15-860 **Physically Based Modeling**, Andy Witkin and David Baraff
simulating dynamics for interactive modeling and for animation
- 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 North Carolina** - interaction, VR, scientific vis., hardware
Henry Fuchs fuchs@cs.unc.edu, Fred Brooks, Stephen Pizer
- University of Washington** - painting, surface modeling
David Salesin salesin@cs.washington.edu
- Caltech** - rendering, physically based modeling
Al Barr barr@egg.gg.caltech.edu, Jim Arvo, Peter Schroeder
- University of British Columbia** - natural phenomena, animation, rendering
Kelly Booth ksbooth@cs.ubc.ca, Alain Fournier, Dave Forsey
- MIT** - model acquisition, complex scenes, global illumination
Seth Teller seth@lcs.mit.edu, Julie Dorsey