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