CSC 240
Computer Graphics

Fall 2015
Smith College
Outline: 12/7

- Finish Animation
- Ray-tracing practice and review
- Perspective-correct texture mapping
Final project examples
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Monster’s Inc (2001)

Maya Fur test · Sully · Monster Inc

https://www.youtube.com/watch?v=fCtrlCTctNs
Self-shadowing
Brave (2012)

https://www.youtube.com/watch?v=Cecx5HVtUDY
Frozen (2013)

https://www.youtube.com/watch?v=YpuaZY1LPGA
Perspective Projection

One Point Perspective
Perspective Correct Texture Mapping