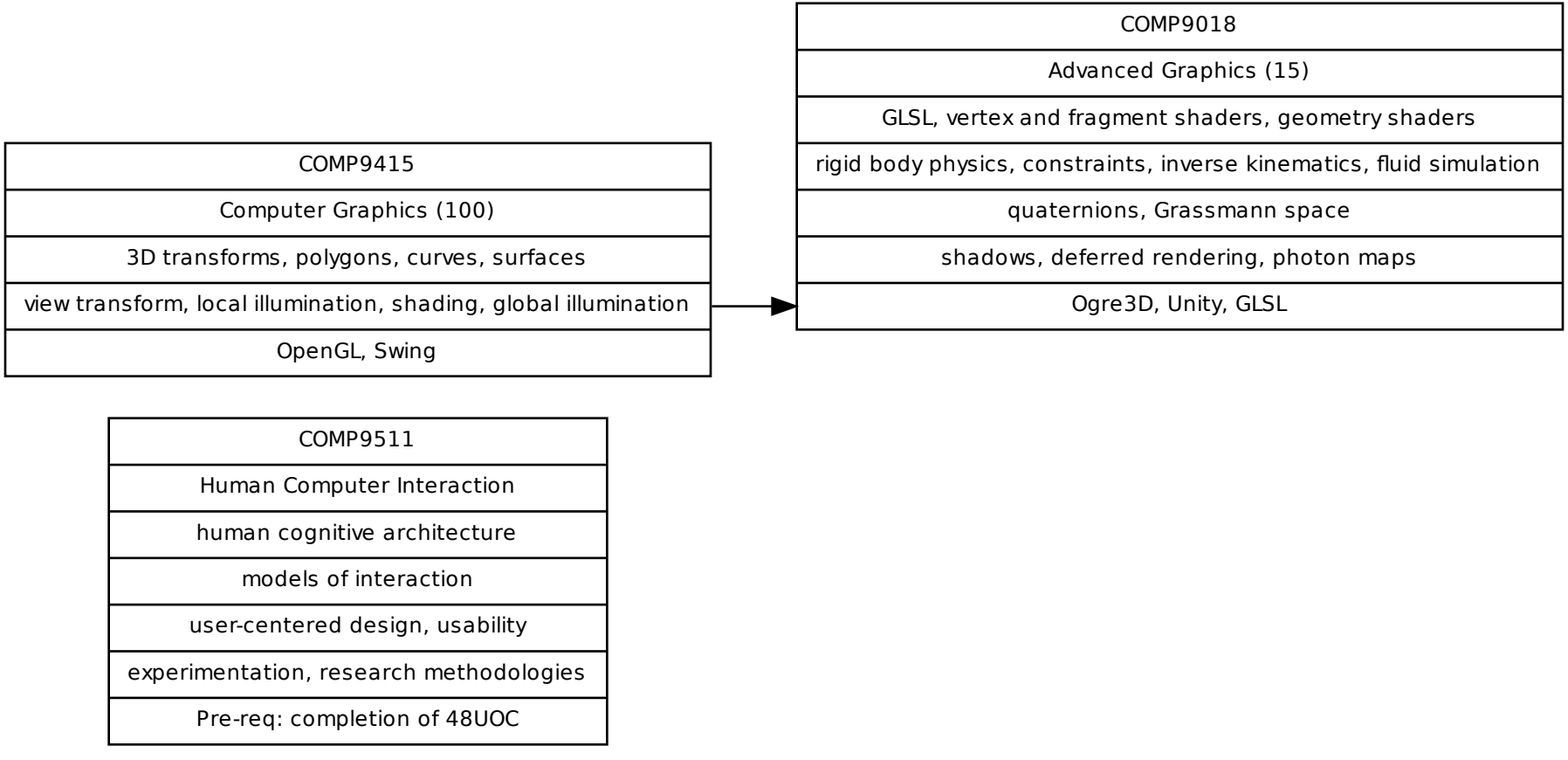

COMP9018
Advanced Graphics (15)
GLSL, vertex and fragment shaders, geometry shaders
rigid body physics, constraints, inverse kinematics, fluid simulation
quaternions, Grassmann space
shadows, deferred rendering, photon maps
Ogre3D, Unity, GLSL
COMP9415
Computer Graphics (100)
3D transforms, polygons, curves, surfaces
view transform, local illumination, shading, global illumination
OpenGL, Swing
COMP9511
Human Computer Interaction
human cognitive architecture
models of interaction
user-centered design, usability
experimentation, research methodologies
Pre-req: completion of 48UOC