

Week #	Material	Assn OUT	Assn DUE
1	Signals, Sampling, Quantization Convolution, Correlation		
2	Fourier Transform, Spectral Analysis		
3	Aliasing, Display and Reconstruction Other linear filters	Prog Assn 1	
4	Cameras, Calibration, Distortion Stereo, Depth Reconstruction Structured Light		
5	Epipolar Geometry Rendering Pipeline, Tranformations	Prog Assn 2	Prog Assn 1
6	Perspective Transformations, Clipping Scan Conversion		
7	Occlusion Handling, Illumination Shading, Color	Prog Assn 3	Prog Assn 2
8	Texture, Environment, Bump Mapping Spatial Subdivision, Animation		
9	Measuring Light, BRDF, Radiometry and Photometry	Take home final	Prog Assn 3
10	Photometric Calibration, Photometric Stereo, Structured Light		Take home final