

### **Warm-up**

Website operations,  
model selection, etc.

## ARCH 481: Modeling and Rendering

### **Basic Modeling**

Pointing, wireframe,  
brep, solids, camera

### **Surface Detail**

Smoothing, textures  
(procedural, image; color,  
trans, bump, displacement,  
environment) Anti-aliasing

### **Photorealism**

Reflection, refraction,  
interreflection, global  
illumination

### **Lights, Shade Shadow**

Sun, point, spot, area  
Cosine shading,  
shadows  
Normals, culling

### **Terrain/Site Models**

Natural (fractal) forms.  
Greenfield v. Urban sites

### **Motion**

Storyboards, Keyframes,  
paths, tweening, easing  
codecs

### **Geometric Detail**

Booleans, revolution,  
extrusion, sweep,  
rendermesh  
Depth sorting, Z-  
buffering

### **Complex Curvature**

Polys, patches, NURBS  
Control points, Meshes,  
Cage edits

### **Post Production**

Time, sound, design,  
transitions