

Computer Graphics with WebGL

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Week 1: Introduction and Background

intro_1	12:03
intro_2	14:30
intro_3	11:53
intro_4	18:39
background_1	29:32
background_2	21:03
background_3	13:03
background_4	18:36

total: 2:19:19

Week 2: Intro to WebGL

square_1	9:24
square_2	14:25
square_3	7:17
square_4	23:20
square_5	21:35
first_assignment	8:45
gasket	14:49
3D	12:39

total: 1:52:14

Week 3: GLSL and Interaction

GLSL	25:20
Color	16:35
initShaders	12:32
input_1	22:45
input_2	18:17
input_3	12:28
input_4	9:58

total: 1:57:55

Week 4: Geometry

mouse	20:30
picking	11:02
geometry_1	13:49
geometry_2	18:40
matrices	11:42
representation	16:55
homogeneous	17:24
caveats	15:53

total: 2:05:55

Week 5: Transformations

cube_1	21:38
cube_2	16:18
transformations_1	14:23
transformations_2	11:37
transformations_3	16:48
transformations_4	22:53
viewing_1	15:02

total: 2:06:30

Week 6: Viewing

viewing_2	14:03
viewing_3	13:12
viewing_4	16:46
viewing_5	9:04
viewing_6	8:19
meshes	14:36
lighting_1	16:07
lighting_2	14:23
lighting_3	14:55

total: 2:01:35

Week 7: Lighting and Shading

lighting_4	21:44
lighting_5	10:31
lighting_6	17:39
texture_1	18:37

texture_2	11:53
texture_3	14:45
texture_4	22:20

total: 2:07:29

Week 8: Texture Mapping

texture_5	20:42
texture_6	9:07
texture_7	9:16
texture_8	27:27
texture_9	12:48
blending	23:20
imaging	21:20

total: 2:03:00

Week 9: Off-Screen Rendering

mandelbrot_1	14:45
mandelbrot_2	9:12
mandelbrot_3	11:57
picking	17:44
fbo_1	16:48
fbo_2	11:43

total: 1:22:07

Week 10: Procedural Models

pingponging	17:20
particle_1	17:18
particle_2	19:02
abm_1	7:43
abm2	19:20

total: 1:20:43