

We have a web page:

<http://www.cs.otago.ac.nz/cosc342/>

Use it... (since I will)

Good News

- These slides will be on the web page
 - So there's no need to copy material down...
- You may want to record discussion
- Also any questions you want to ask later

Questions from lecture one...

- What is a pixel?
- What does it look like?
- Who has already looked at some pixels with a microscope?

If the primary colours for screens are red green and blue, how is it that the primary colours for paint are red, yellow and blue?

Any answers yet?

Purpose of this lecture:

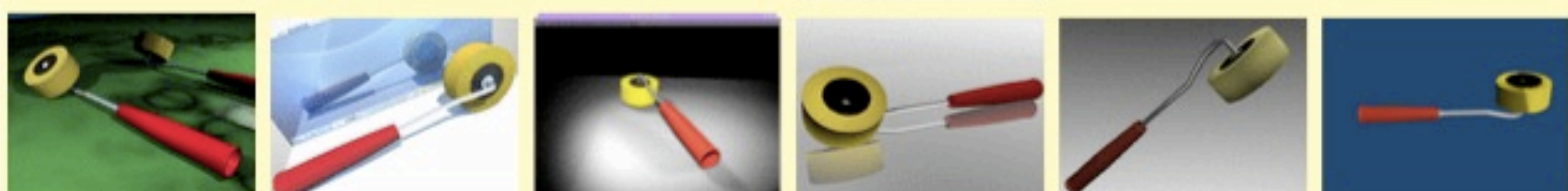
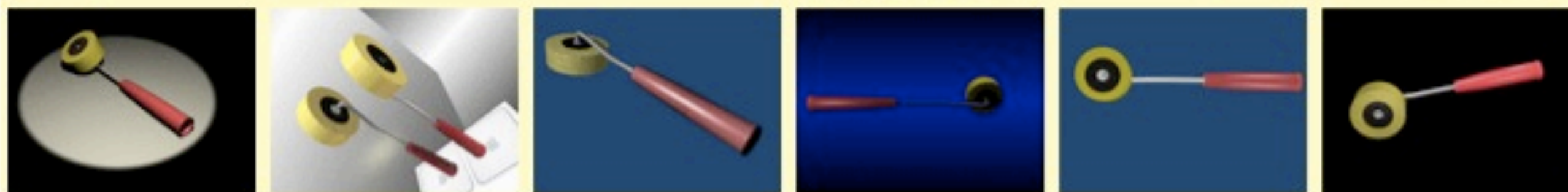
**Preparation for
Assignment 1**

Introducing you to Blender

- “How does graphics software work?”
- First: “What does graphics software do?”
 - Learn to drive and *then* learn to be a mechanic
- So in this lecture, let’s see how to use some 3D software...

2007 assignment





2008 assignment



2009 assignment



2010 assignment



Your assignment



Assignment 1

- Learn to use “Blender”
 - Make a model
 - Write a report
 - Submit it electronically by 1-April-2011
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- Check on the COSC342 web page for details and updates from next week