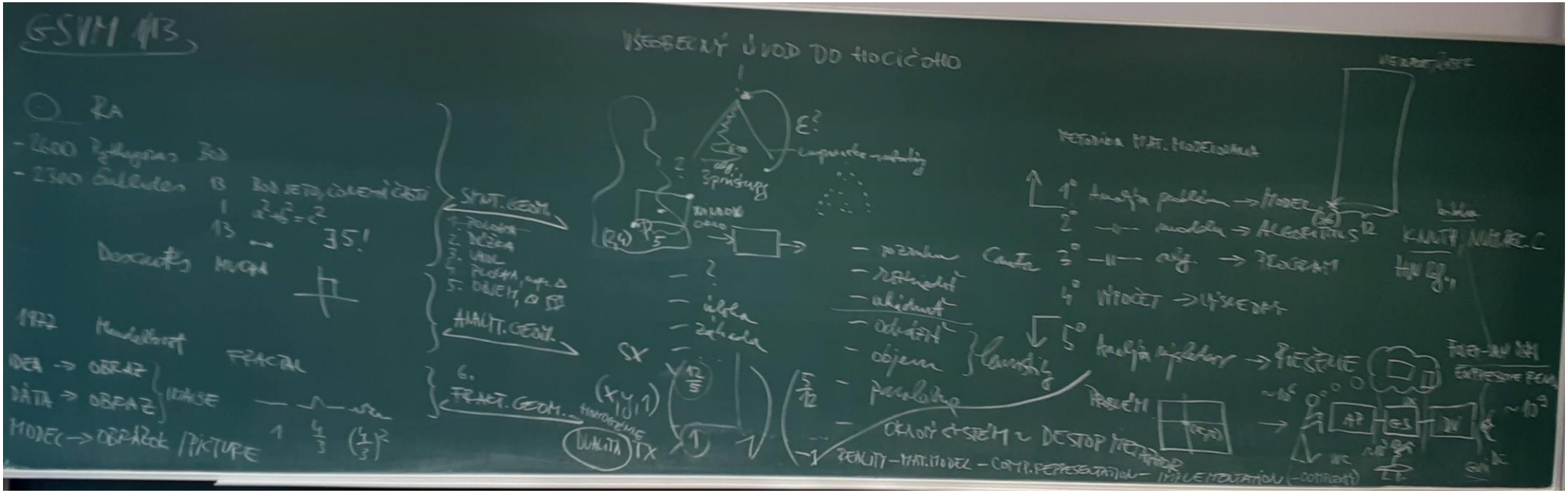
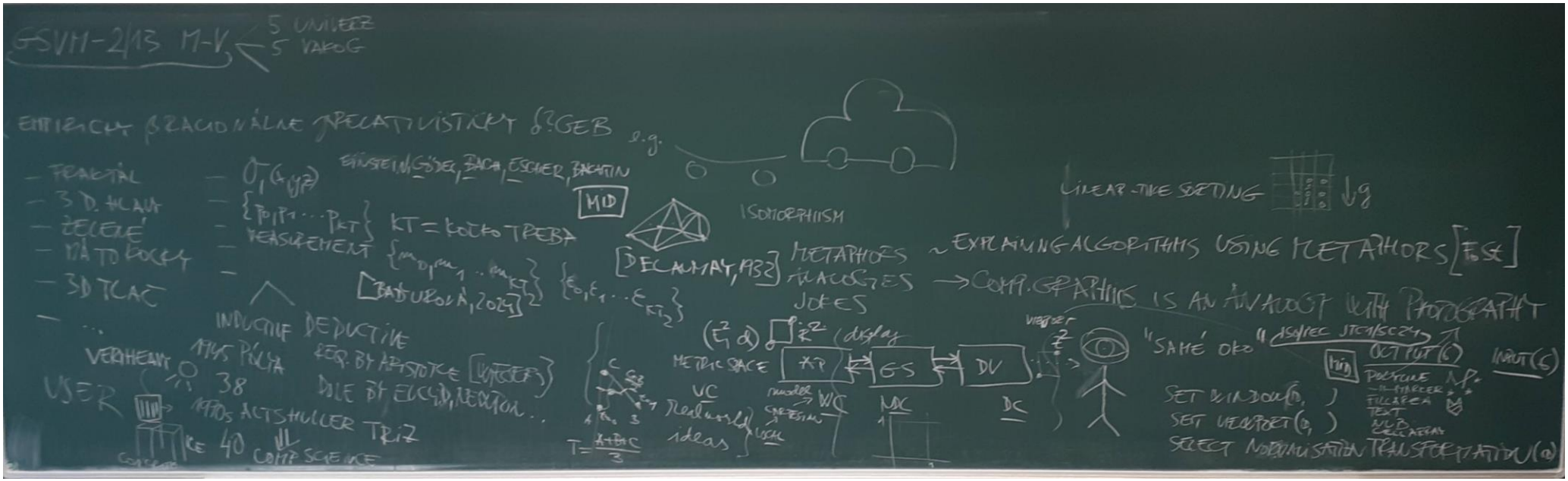
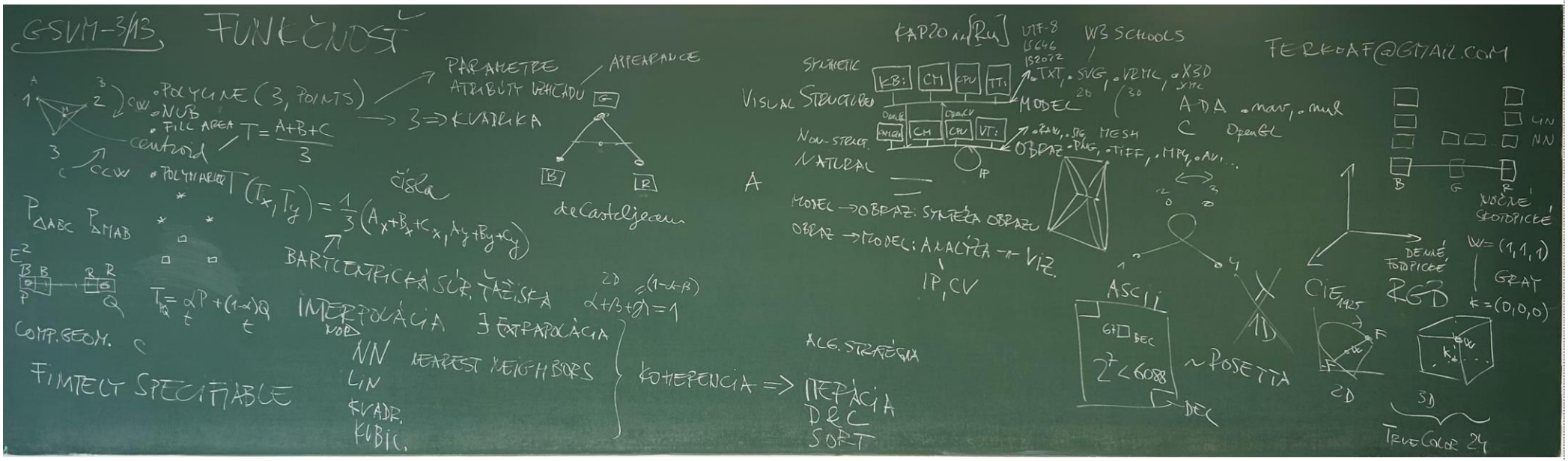


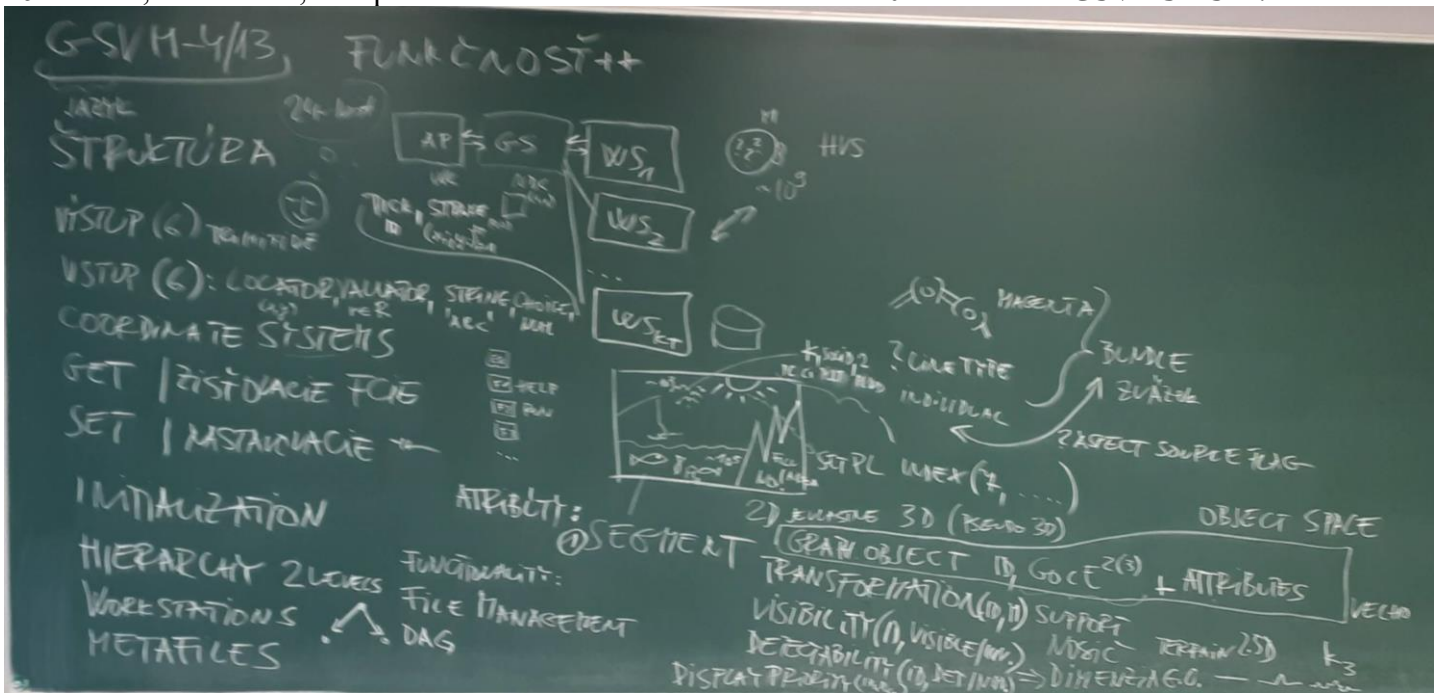
Ako zobraziť bod z reality na obrazovke? 1. Ručne, ak máme nápad. 2. Fotograficky, ak máme dáta. 3. Maticovo, ak máme model. // Tabuľa GSVM1-LS24.



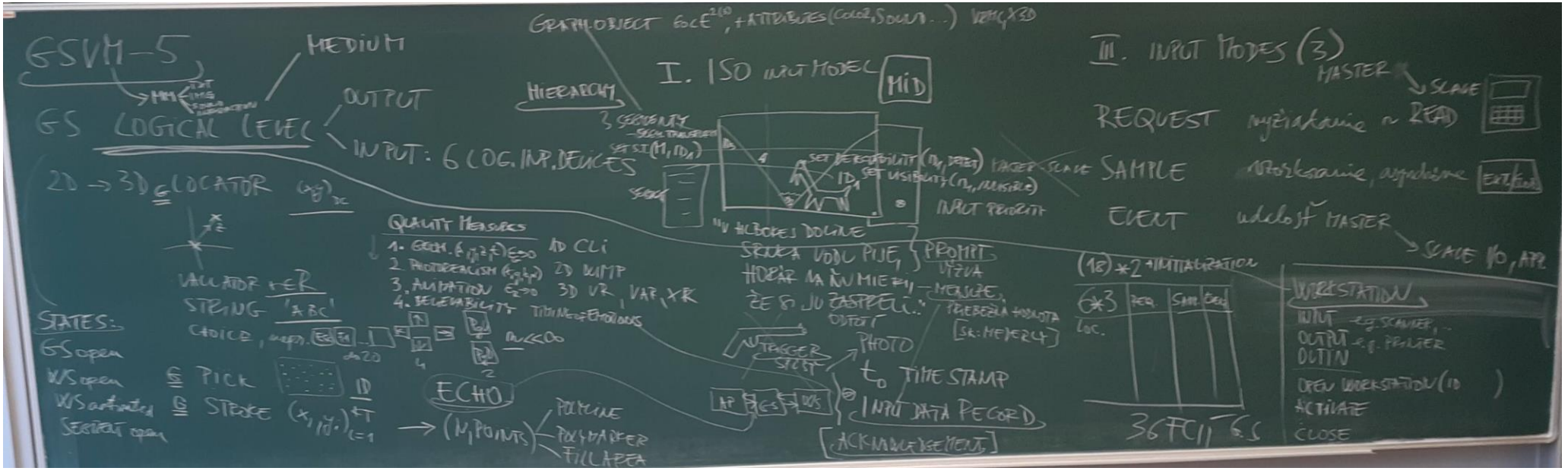
Aká je funkčnosť štandardizovaného výstupu? Súradnice, okno-záber, 6 výstupných primitívov, parametre. // Tabuľa GSVM2-LS24.



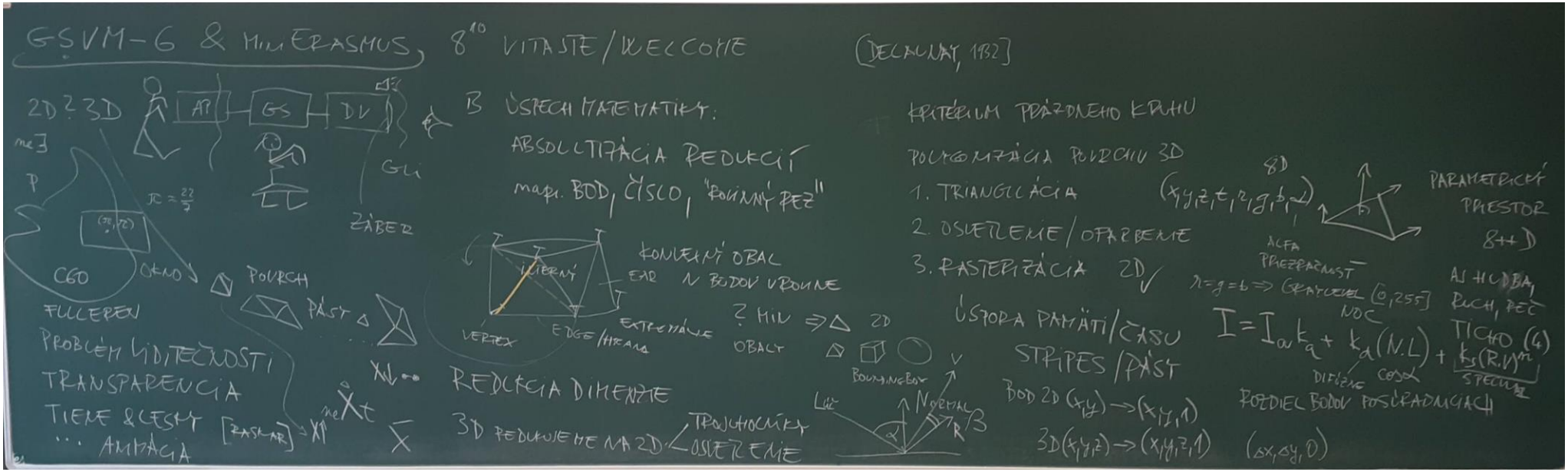
Funkčnosť, koherencia, interpolácia. Photo: Kristina RYBAROVA 2024 // Tabuľa GSVM3-LS24.



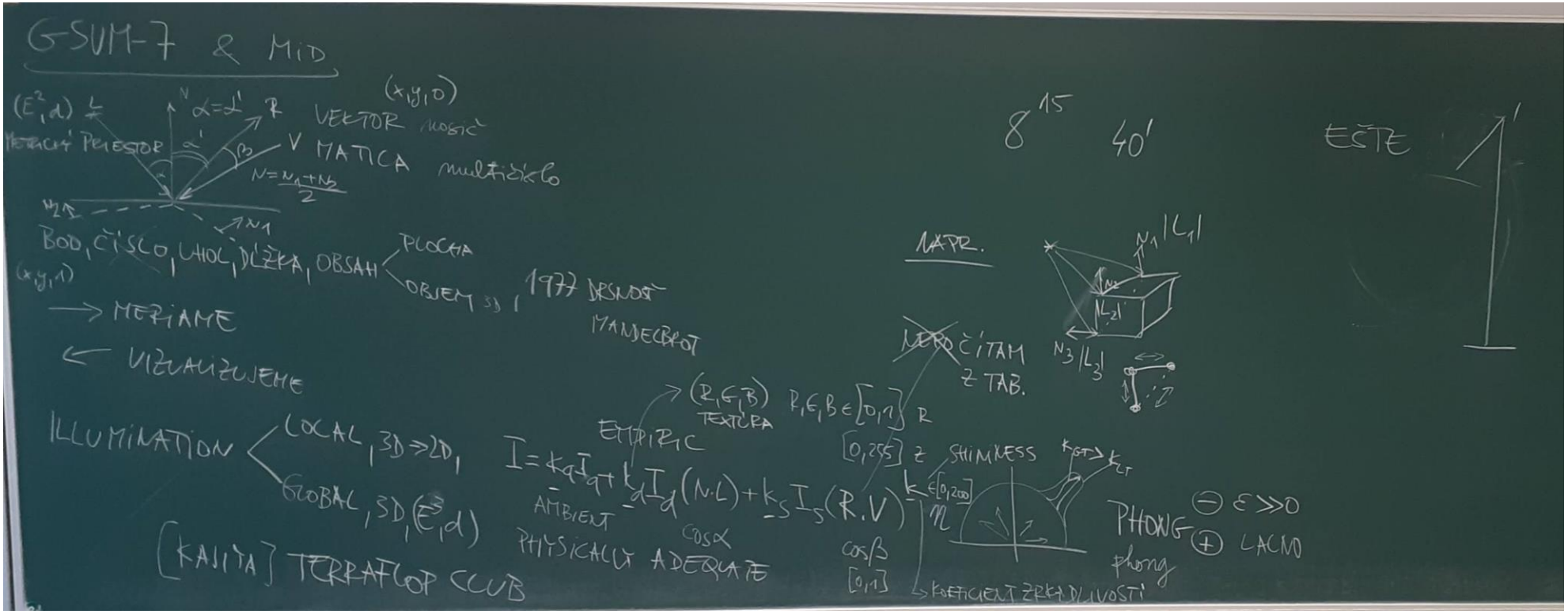
Logicky input bez rezimov a ISO modelu. // Tabuľa GSVM4-LS24.



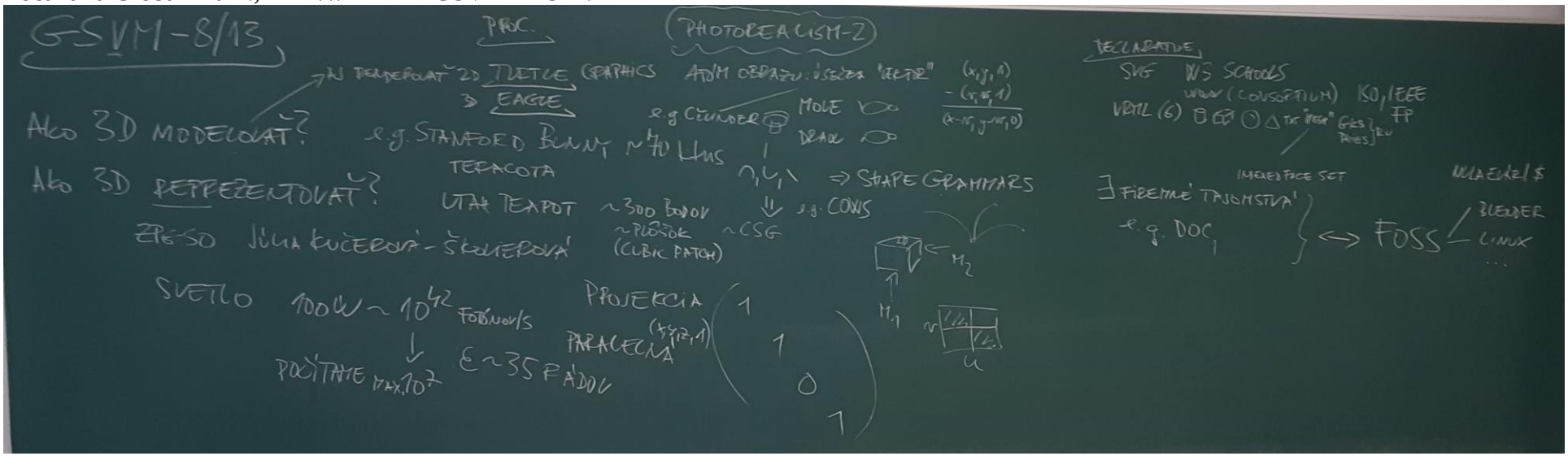
Logicky input, rezimy a ISO model. // Tabuľa GSVM5-LS24.



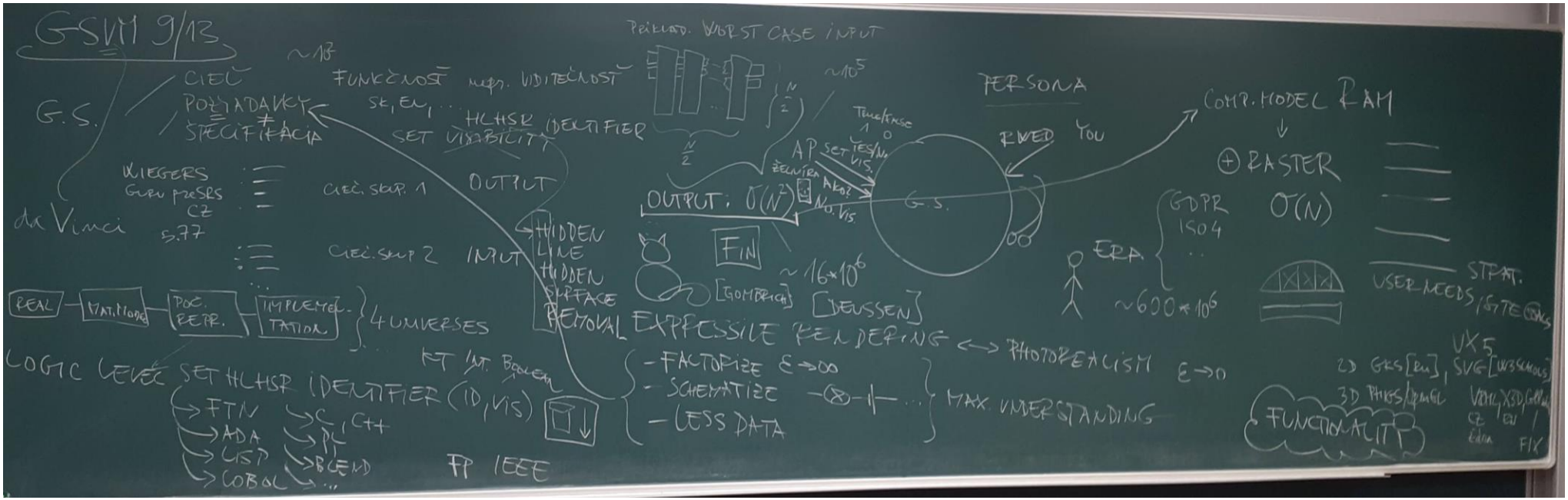
2D---3D, Delaunay, Phong. MiniErasmus. // Tabuľa GSVM6-LS24.



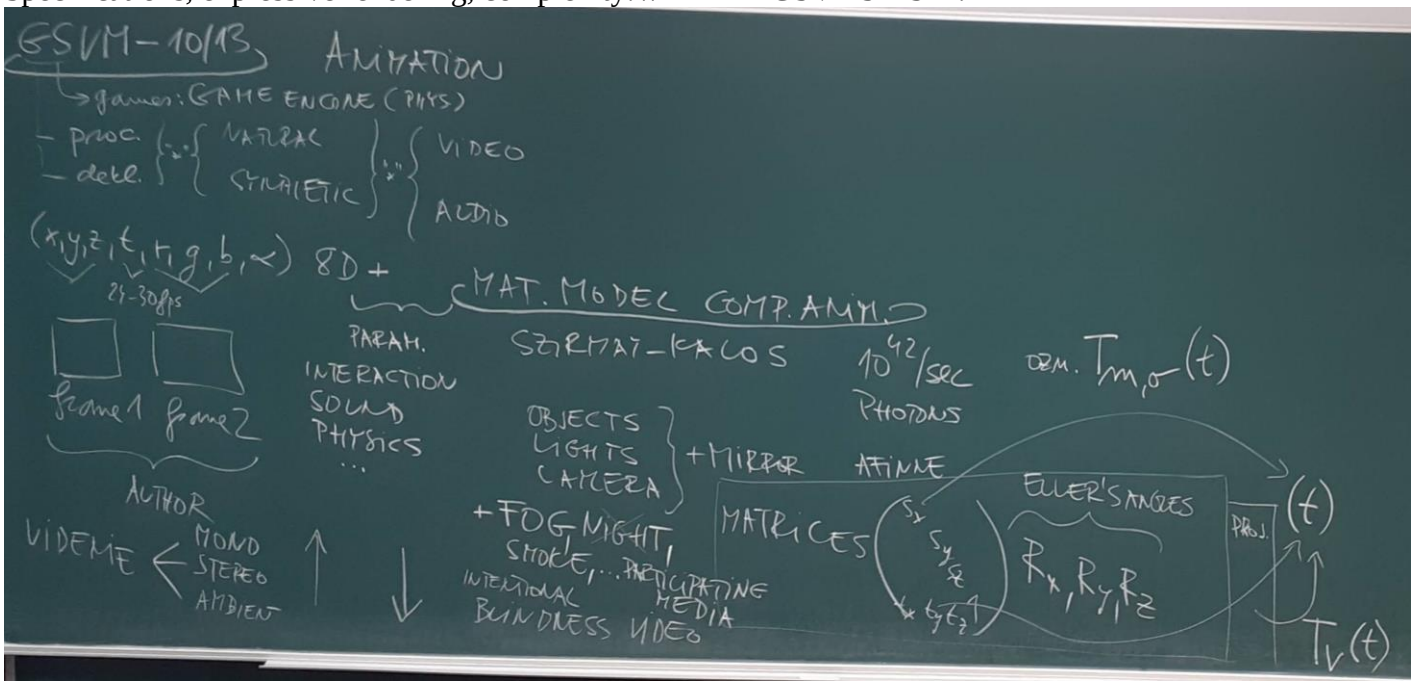
Local and Global Illum., MID. // Tabuľa GSVM7-LS24.



Ako modelovat a reprezentovat. Photorealism 2 // Tabuľa GSVM8-LS24.



Specifications, expressive rendering, complexity. // Tabuľa GSVM9-LS24.



Animation after Szirmay-Kalos. // Tabuľa GSVM10-LS24.