



THE UNIVERSITY of EDINBURGH
Careers Service

Welcome to Discover Careers

1 to 3 October 2024, 1pm to 6pm

120 employers

Different organisations each day,
across two floors



<https://edin.ac/45e5DiL>

Inspiring futures

Find out more on MyCareerHub



Sponsored by

goodmoves
Charity and voluntary sector jobs

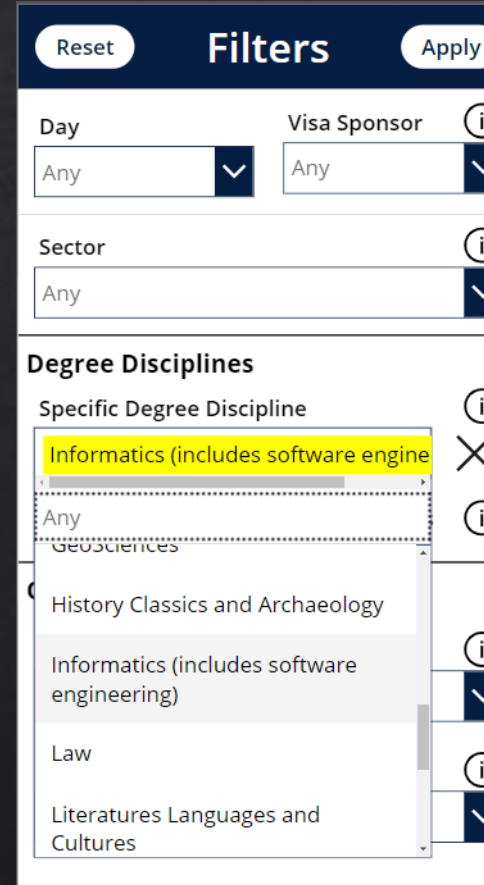


NatWest
Group

Deloitte.

Why should you go?

- 112 of 119 Employers are specifically recruiting for Informatics Degree Disciplines (check the event guide)
- 94 Organisations have open graduate roles, 70 recruit for interns
- Talk to recruiters about: Jobs, Workplace culture, Assessment Process, Tips to make you stand out
- Need Help? Careers Service Staff on hand



Reset Filters Apply

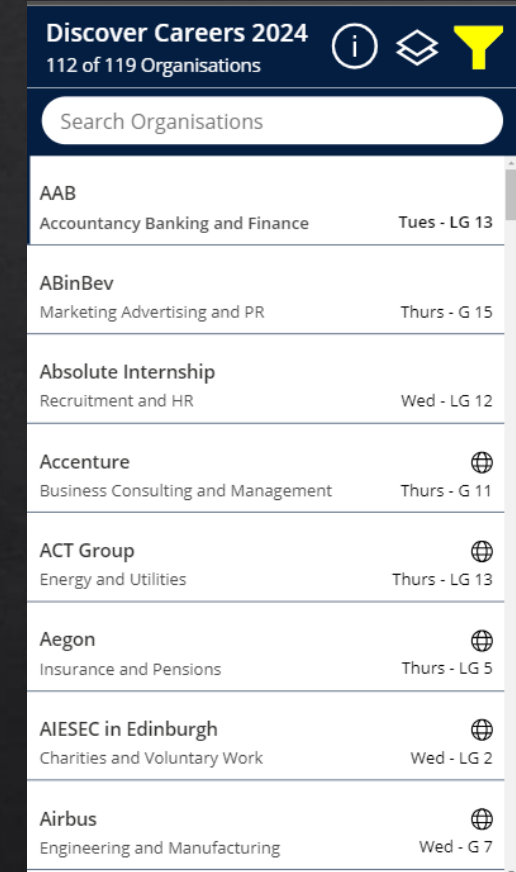
Day Any Visa Sponsor Any

Sector Any

Degree Disciplines

Specific Degree Discipline

- Informatics (includes software engineering)
- Any
- Geosciences
- History Classics and Archaeology
- Informatics (includes software engineering)
- Law
- Literatures Languages and Cultures

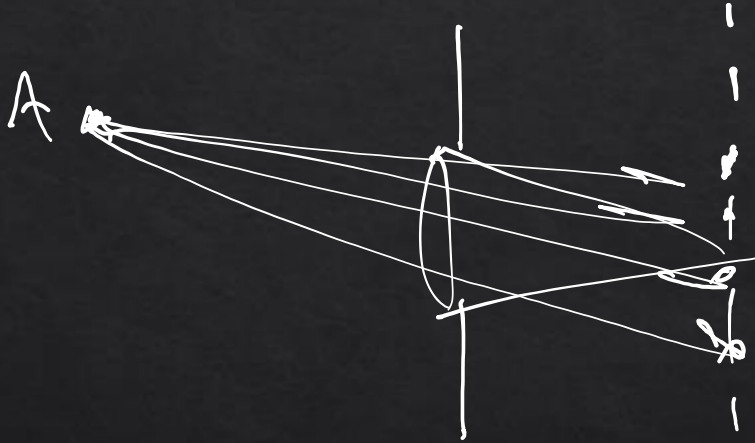
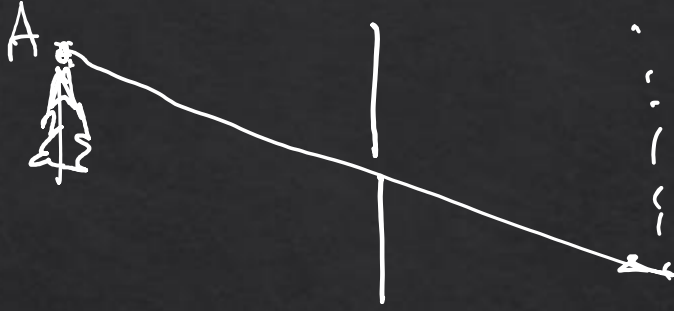


Discover Careers 2024 112 of 119 Organisations

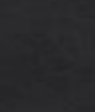
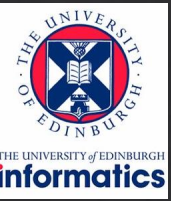
Search Organisations

AAB	Accountancy Banking and Finance	Tues - LG 13
ABinBev	Marketing Advertising and PR	Thurs - G 15
Absolute Internship	Recruitment and HR	Wed - LG 12
Accenture	Business Consulting and Management	Thurs - G 11
ACT Group	Energy and Utilities	Thurs - LG 13
Aegon	Insurance and Pensions	Thurs - LG 5
AIESEC in Edinburgh	Charities and Voluntary Work	Wed - LG 2
Airbus	Engineering and Manufacturing	Wed - G 7

Clarification about lenses from last week's lecture



CW1 has been published



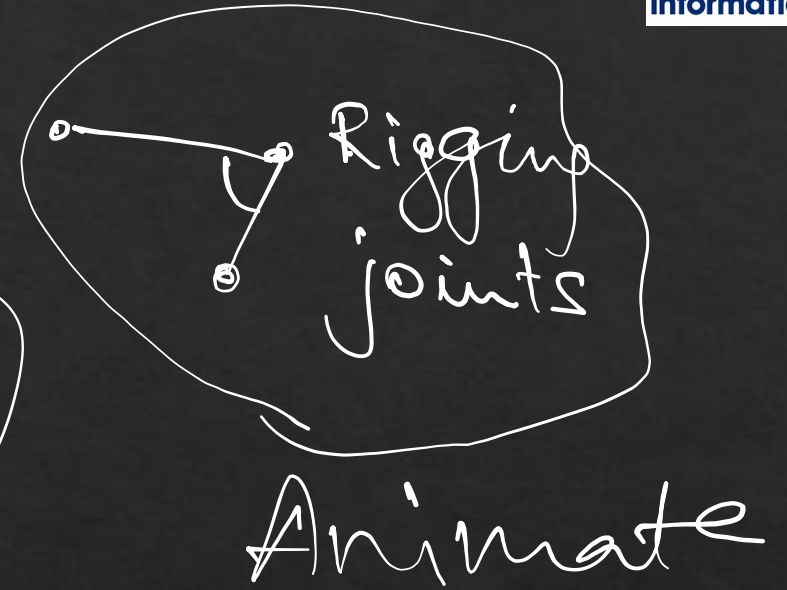
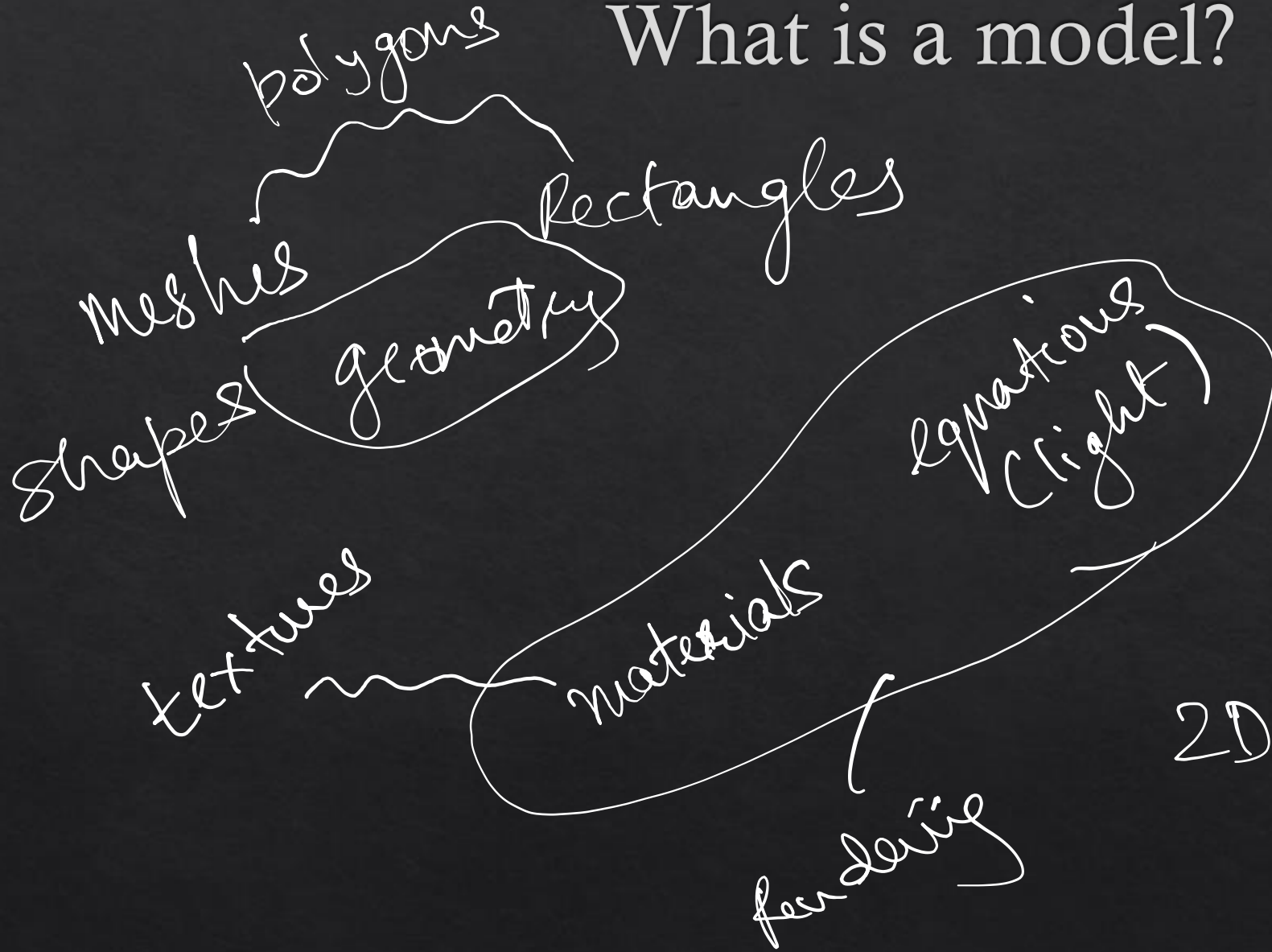


Computer Graphics

Lecture 4: Modelling

Kartic Subr

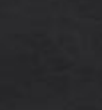
What is a model?

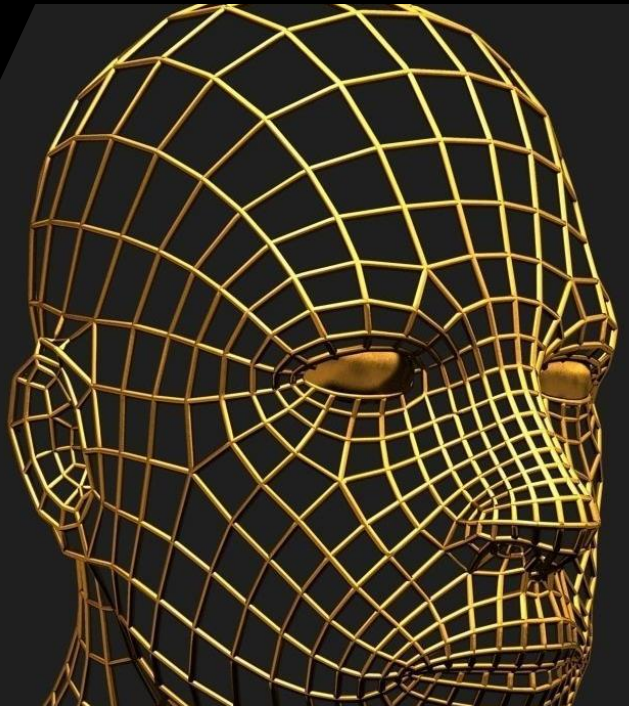
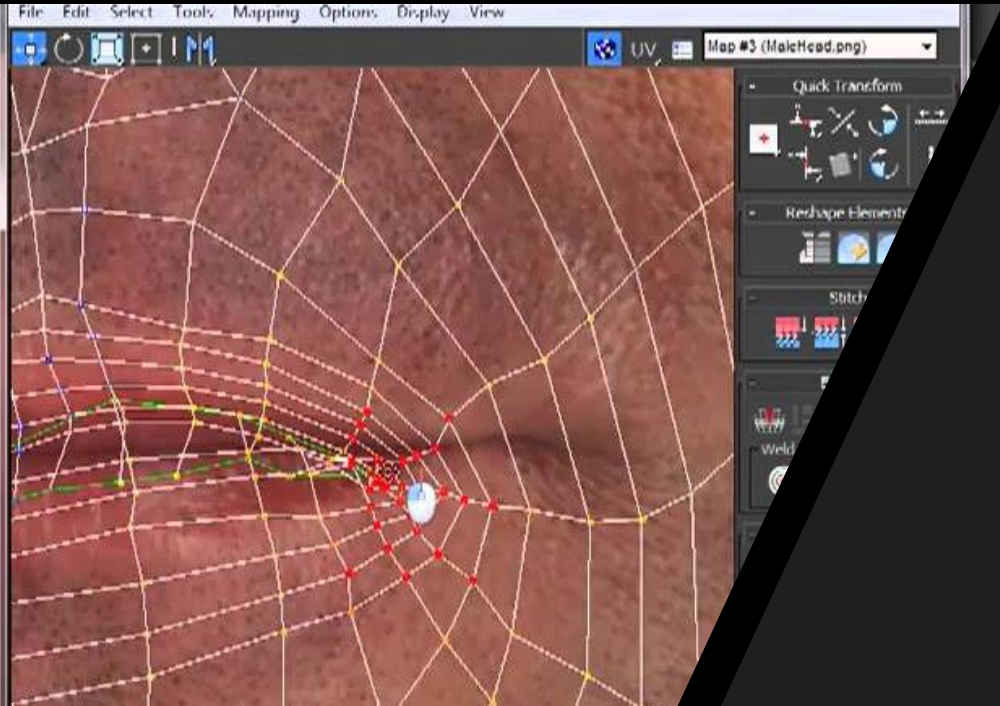
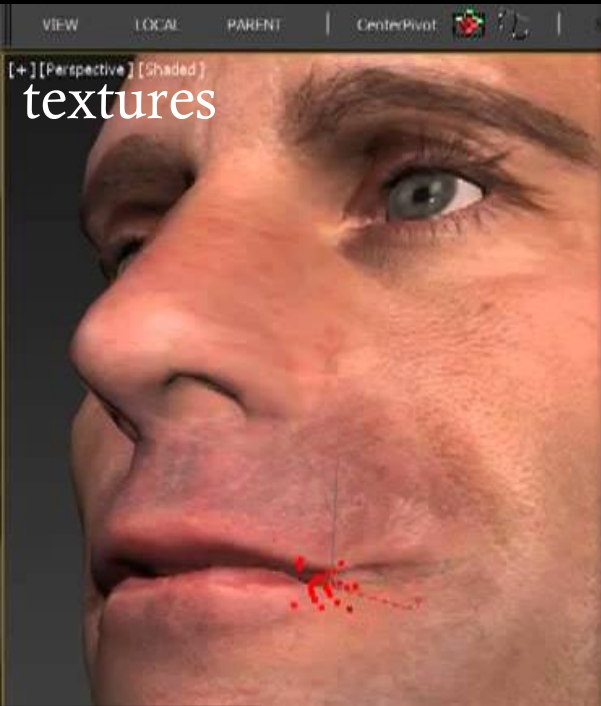
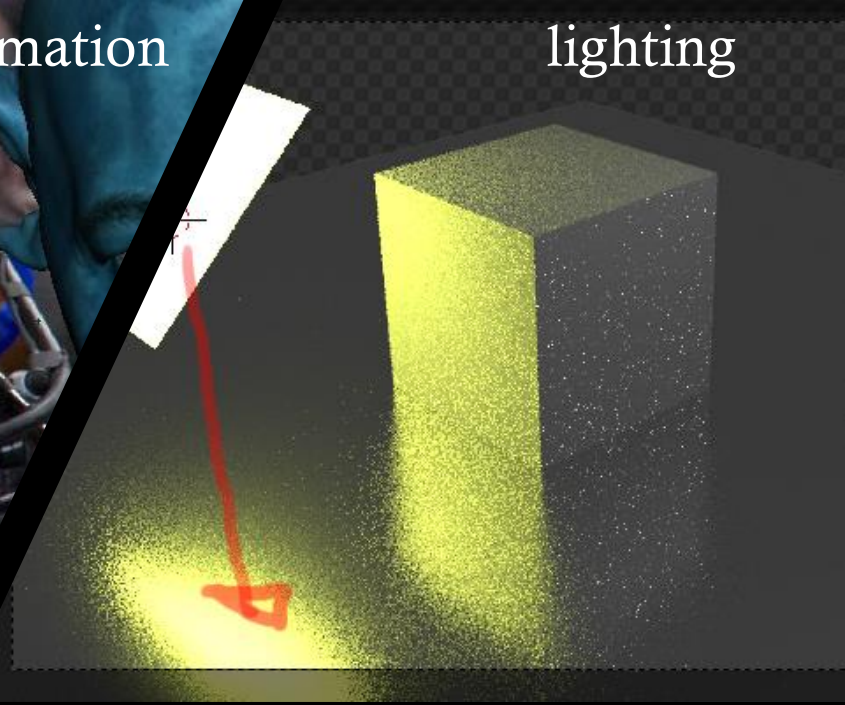
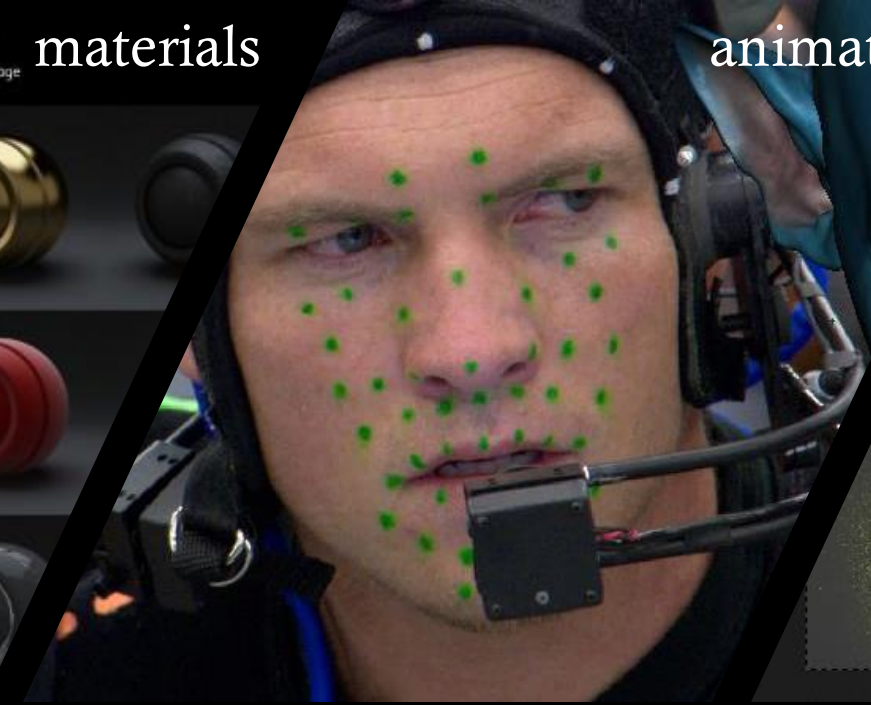


2D vs 3D

What is a model?

use (a system, procedure, etc.) as an example to follow or imitate.

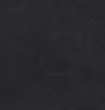




Search videos showing 'effects breakdown'



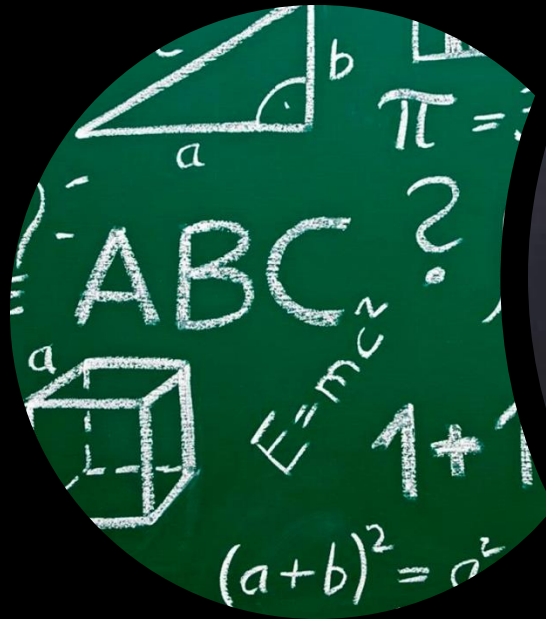
<https://www.youtube.com/watch?v=pTffQIFFYR8>



Approaches to modelling

Artistic creation

maths



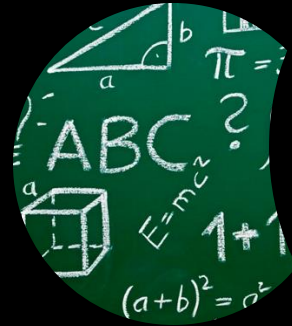
measurement



Approaches to modelling

Artistic creation

maths



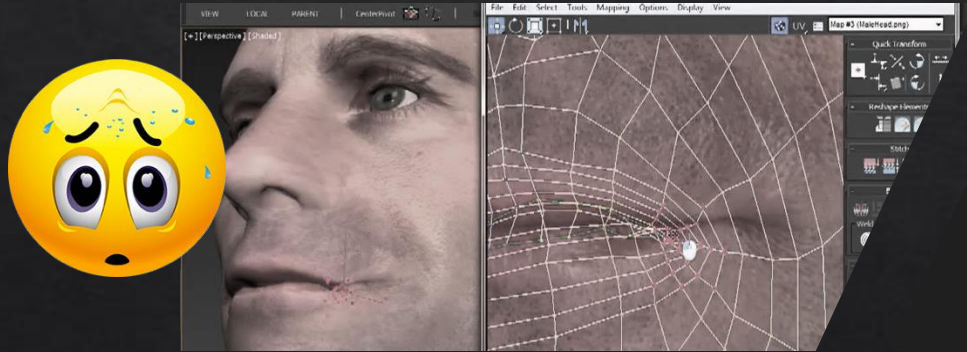
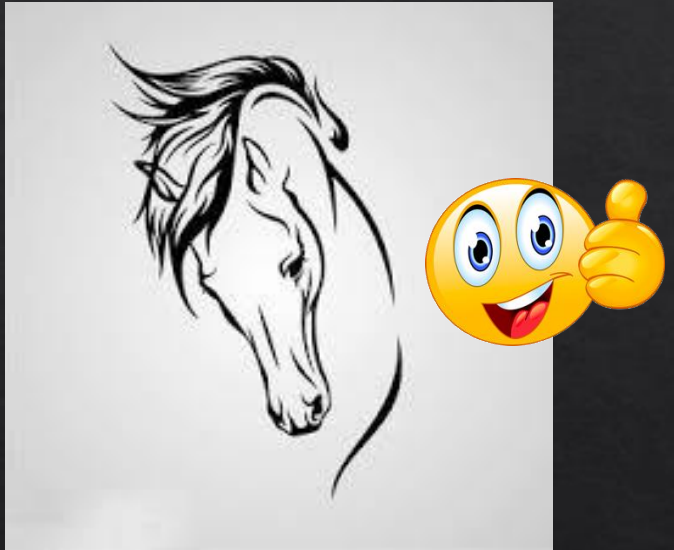
- Use physics
- Repeated procedure
- Analytical shapes (sphere)



measurement

- 3D scan
- Photograph
- Motion capture

manually created models

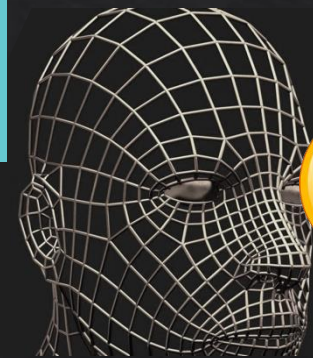
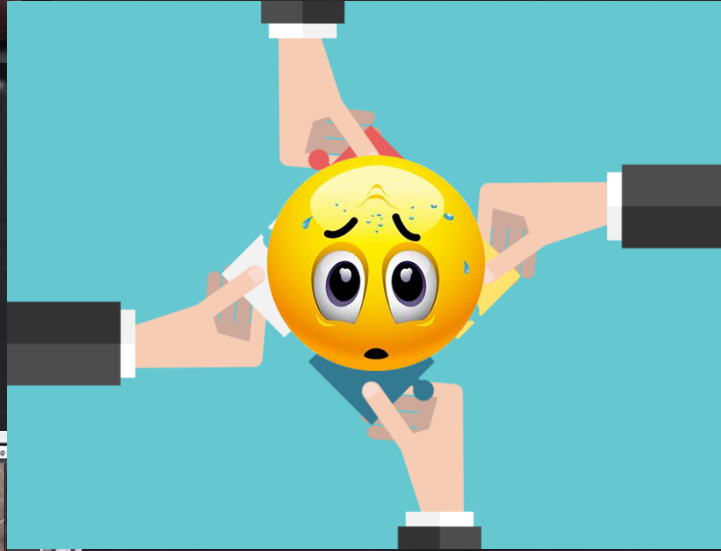


artistic expression

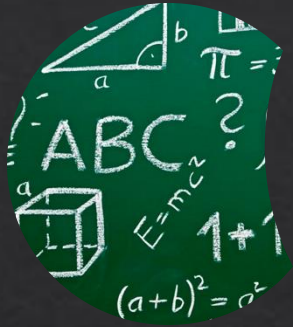




measurement



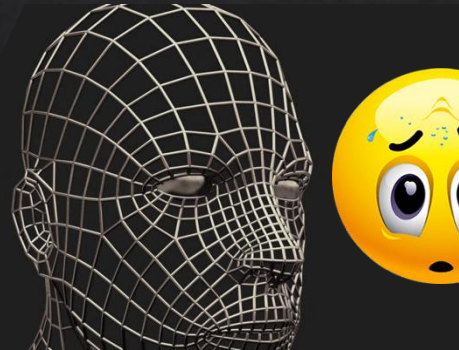




mathematical models



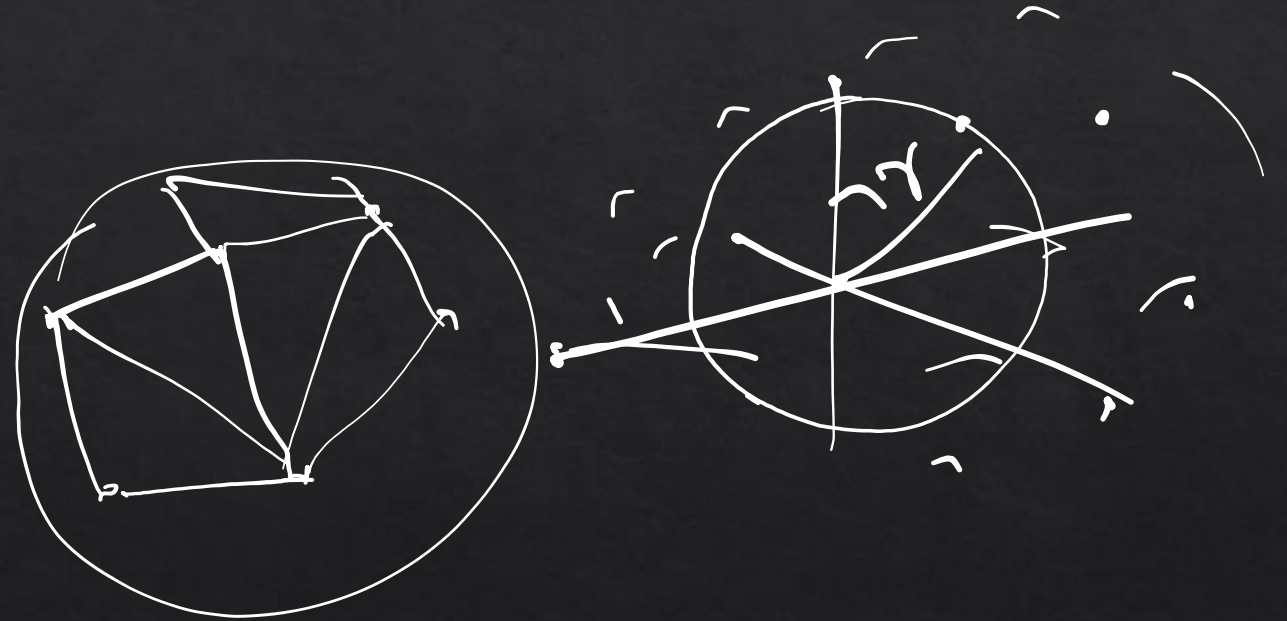
FAKE



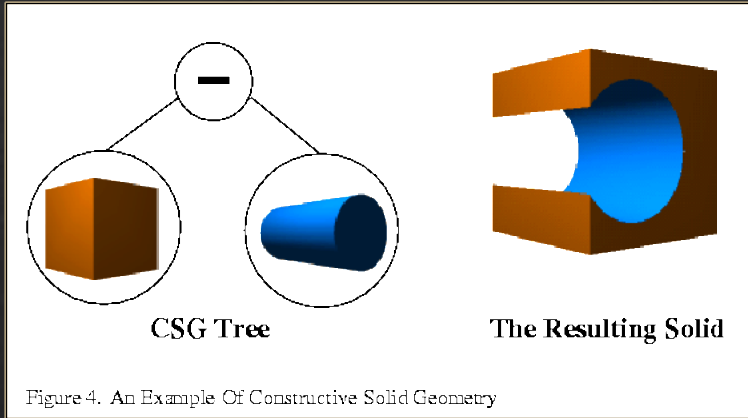
3D shape representations

- Implicit representation
- Explicit representations
 - primitives
 - parametric

$$x^2 + y^2 + z^2 - r^2 = 0$$

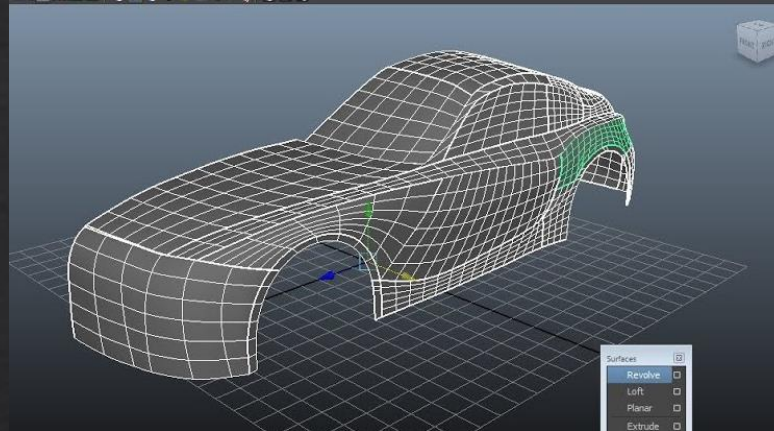


3D modelling – common approaches



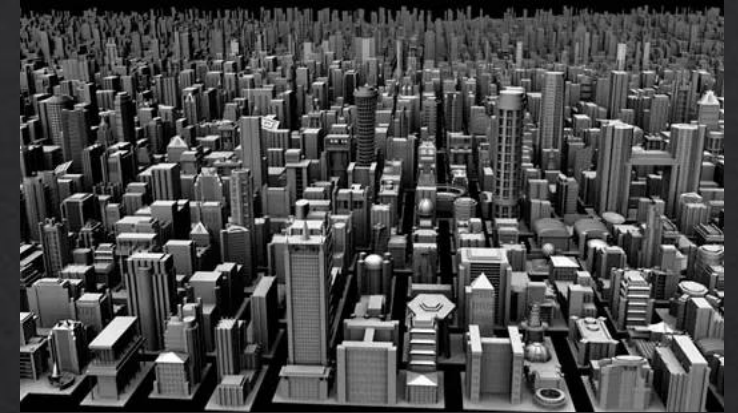
constructive solid geometry

https://www.cs.cmu.edu/~scoros/cs15869-s15/lectures/05-CSG_Procedural.pdf



parametric surfaces

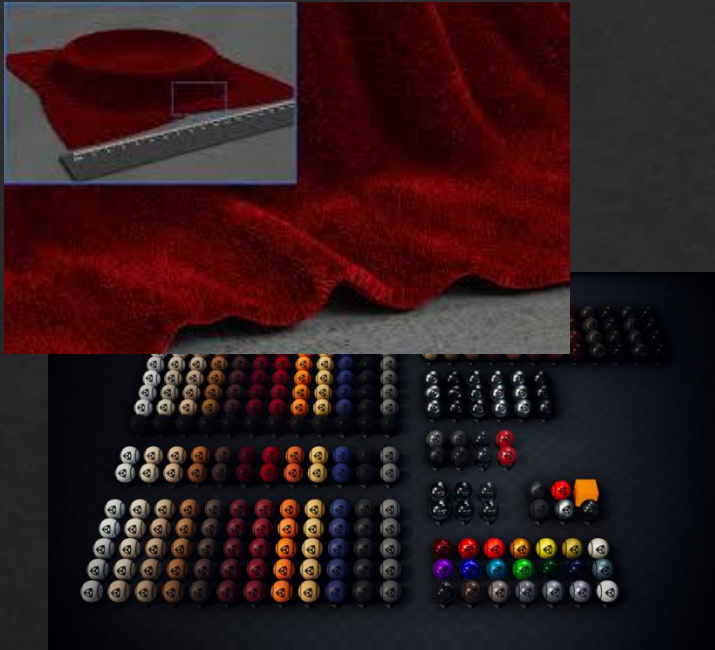
<http://www.inf.ed.ac.uk/teaching/courses/cg/lectures/slides16.pdf>



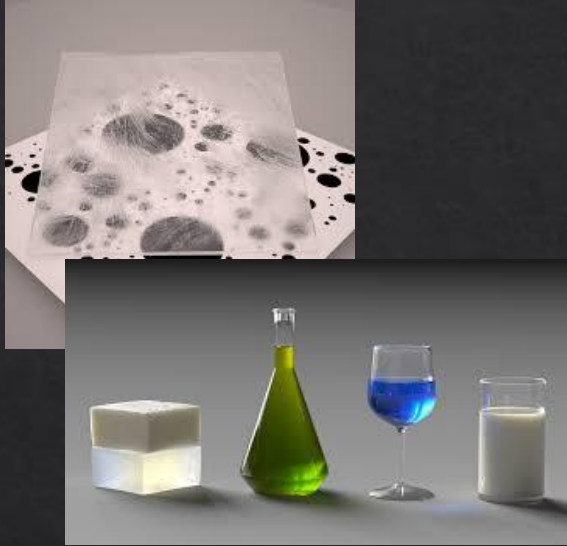
procedural modelling

<https://www.cs.princeton.edu/courses/archive/spring03/cs426/lectures/16-procedural.pdf>

Materials – common approaches



measured



parametric e.g. ggx, bssrdf



procedural modelling

more about this, later in the course ...

Lighting

