Numerical Methods for Computer Graphics in Java

Academic Year 2025 – 2026 Università degli Studi di Roma "Tor Vergata"



Lecturer

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When

- First semester
- Monday 14:00 17:00
- Wednesday 14:00 18:00

Where

- Aula 20 or PC Lab 25





Topics

- Part 1: Object-oriented programming in Java
 - Java syntax + object-oriented paradigm
 - Development and reasoning about algorithms/programs
- Part 2: Basic principles of computer graphics
 - Basic 2D graphical techniques in Java (2D drawing, image manipulation, ...)
 - General 3D graphical techniques (rendering pipeline, raytracing, ...)

Related courses in LM

- CAN1: Modellizzazione Geometrica e Simulazione Numerica
- Metodi e Modelli in Computer Graphics





- Application fields of the course
 - Software industry
 - Game industry
 - Movie industry
 - Computer aided manufacturing

- ...

How to develop software?

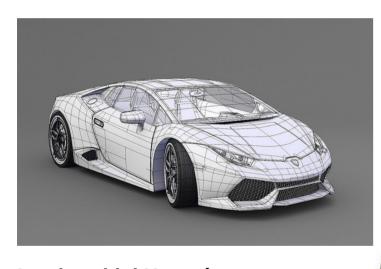
+How to create 2D/3D models?

+How to visualize models?





Application fields of the course

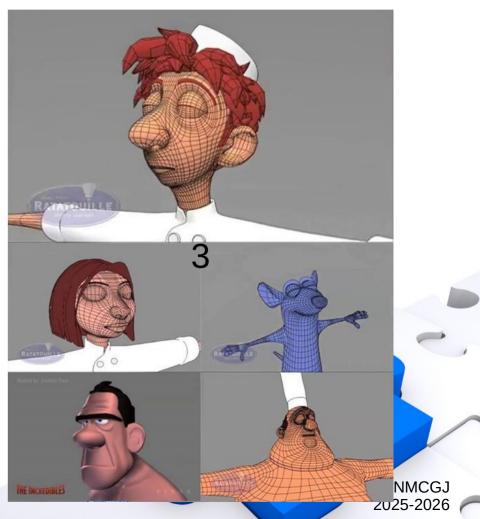


Lamborghini Huracán



Ratatouille characters

Tomb Raider: Lara Croft Character Evolution





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How to develop software?

+How to create 2D/3D models?

+How to visualize 3D models?

Goal of course

Understanding of the basic underlying principles





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Examination

- Project assignment
- Written/oral exam

How to develop software?

+How to create 2D/3D models?

+How to visualize 3D models?





Course material

https://www.mat.uniroma2.it/

~speleers/teaching/nmcgj/nmcgj.html

