

**Prof. dr. ing. Felix Hamza-Lup**

*(Transilvania Fellowship, 2018)*

Proposed schedule of presentations:

<b>Date &amp; Time</b>	<b>Title</b>	<b>Brief description</b>
<b>15 May</b> <i>10–11:45AM</i>	3D - Human Perspective (Human Visual System)	An overview of the human visual system and visual perception vis-à-vis light properties and associated measurements.
<b>17 May</b> <i>10–11:45AM</i>	3D Machine Perspective (Display Systems, Associated Paradigms)	An overview of 3D display systems and 3D rendering hardware/software, as well as a discussion on GPUs evolution/parallelization.
<b>22 May</b> <i>10–11:45AM</i>	Introduction to X3D, The X3D Scene Graph, Simple Geometry	Extended 3D, an international standard for 3D programming and associated paradigms: polygonal models, scene graph, and primitive geometry.
<b>24 May</b> <i>10–11:45AM</i>	Static Scenes, Grouping and Navigation, Light Models	X3D static scenes, optimization through grouping, user navigation and computational light models.
<b>29 May</b> <i>10–11:45AM</i>	Animation Paradigms: Interpolation, Routes, Sensors and Triggers	X3D dynamic scenes, route, interpolators, triggers and sensors. The Animation Design Pattern: description and example illustration.