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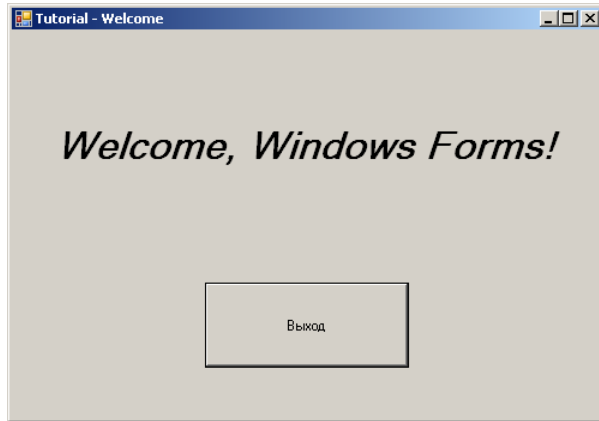


Рис. 1

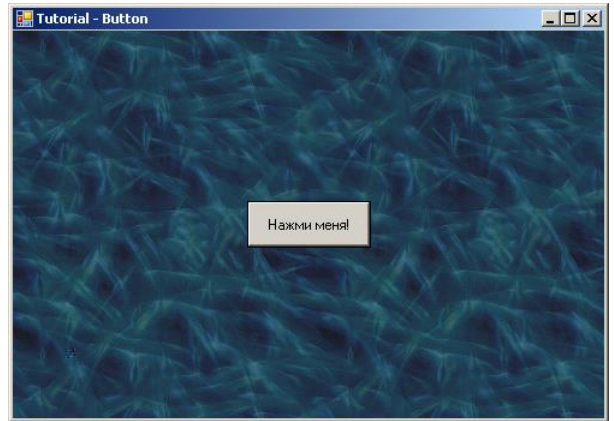
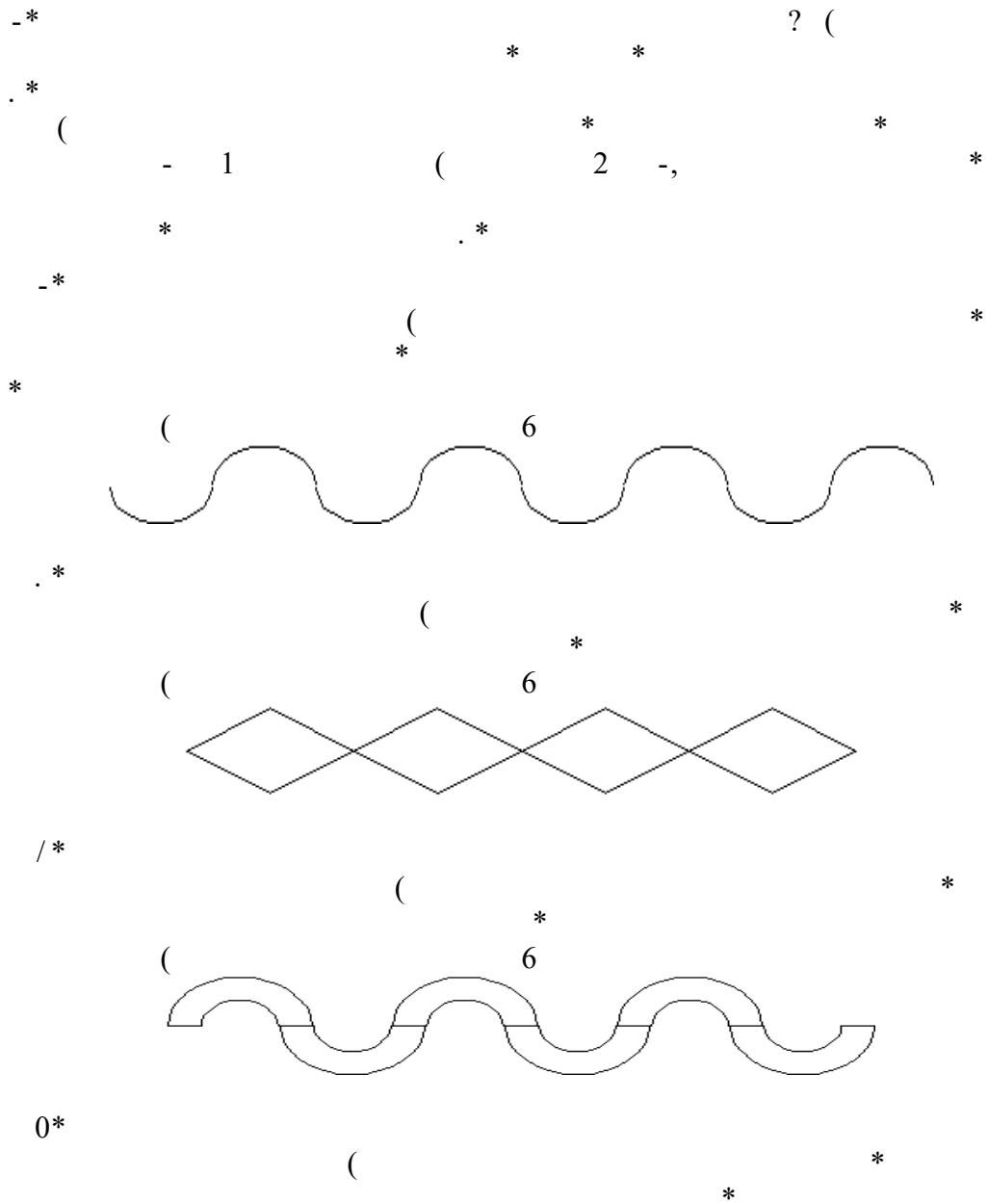
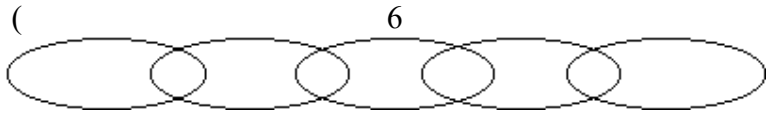
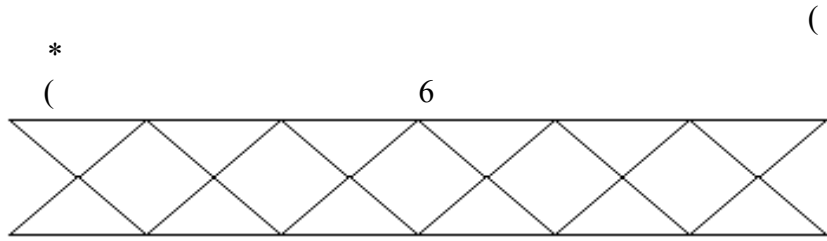


Рис. 2

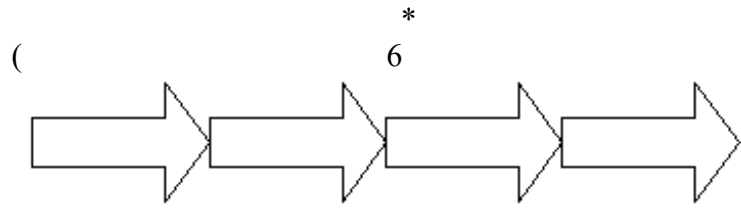




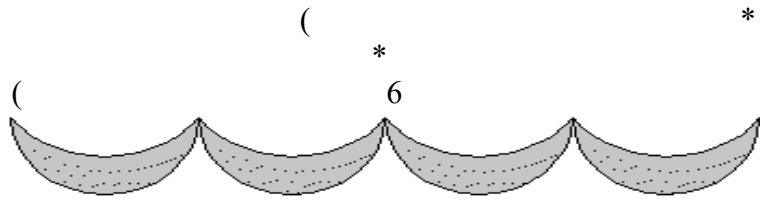
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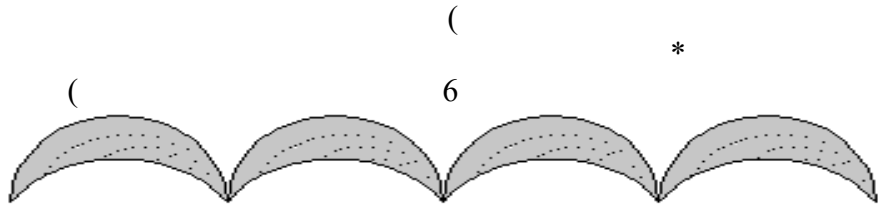
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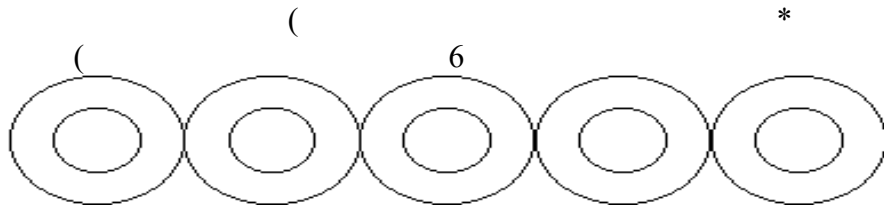
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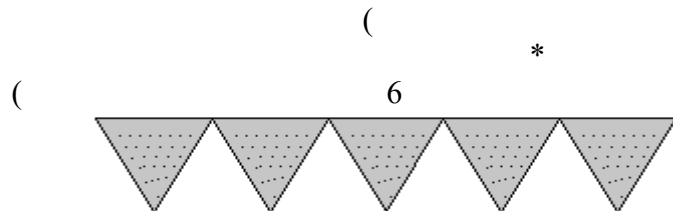
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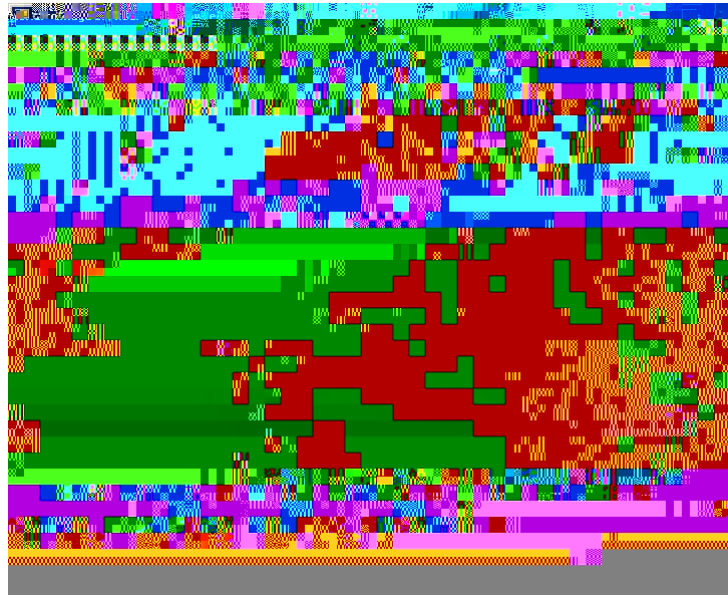
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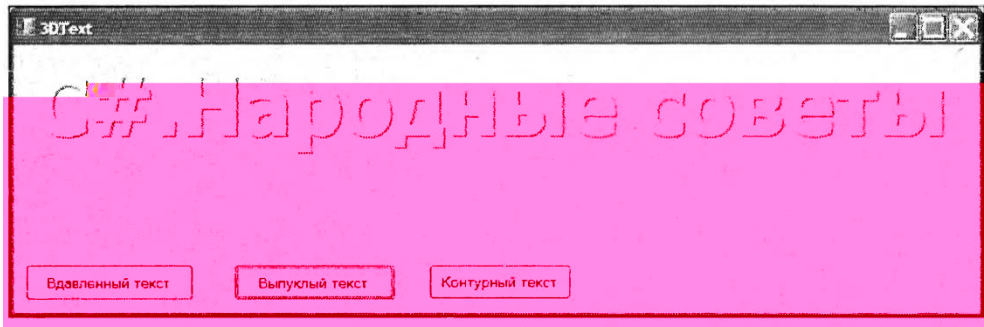
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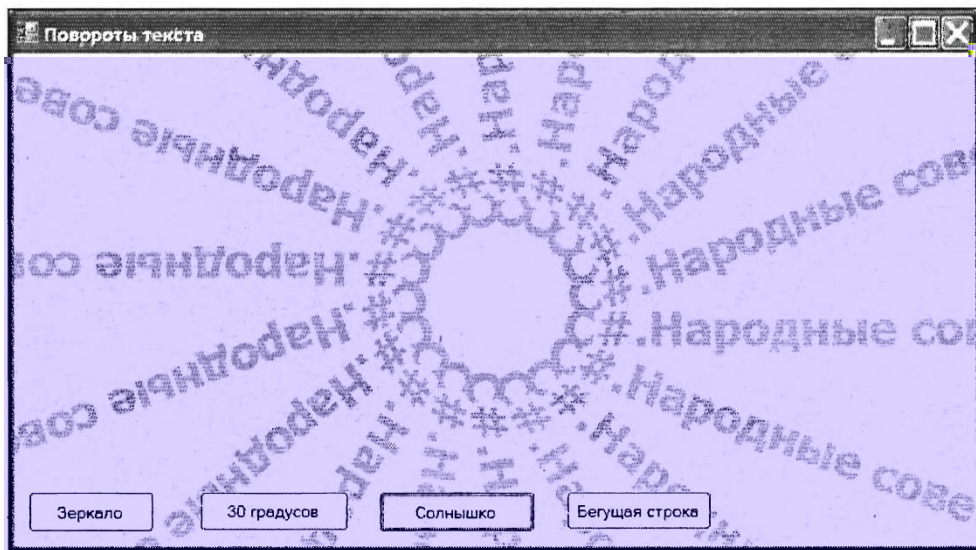
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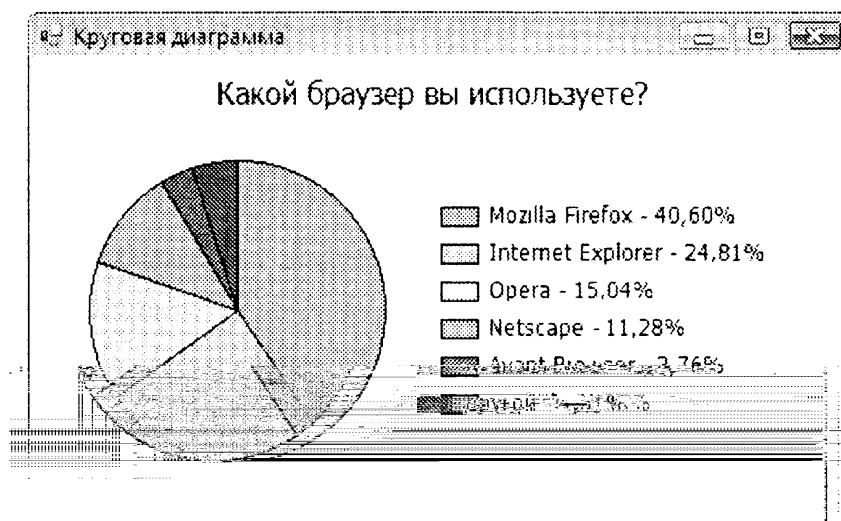
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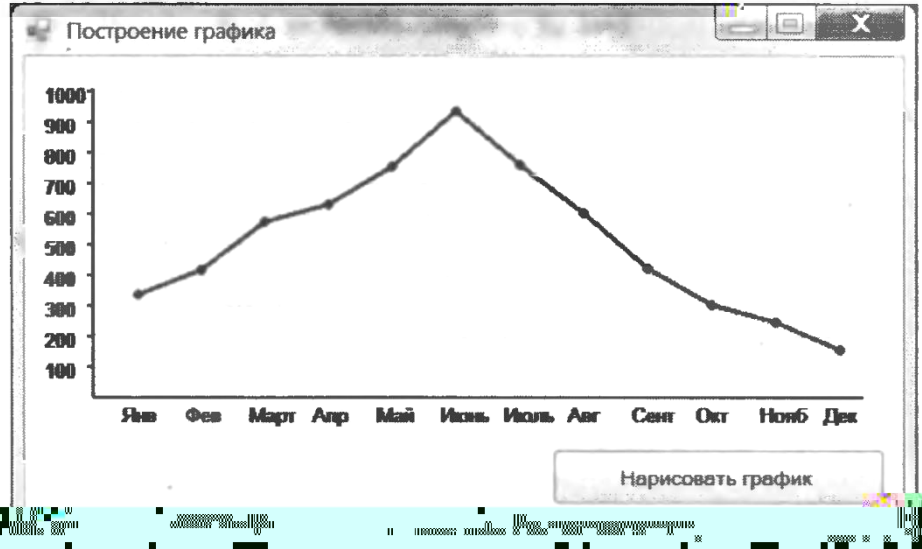
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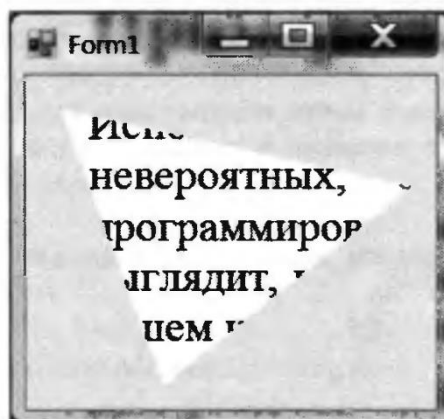
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private void Form1_Paint(object sender, PaintEventArgs e)
{
    // Событие перерисовки экранной формы:
    // Устанавливаем размеры формы:
    this.ClientSize = new Size(300, 300);

    // Устанавливаем вершины треугольника:
    var p1 = new Point(20, 20);
    var p2 = new Point(225, 66);
    var p3 = new Point(80, 185);
    // Инициализируем массив точек:
    Point[] Точки = { p1, p2, p3 };
    // Закрашиваем этот треугольник цветом ControlDark:
    e.Graphics.FillPolygon(new SolidBrush(
        SystemColors.ControlDark), Точки);
    // Установить цвет фона:
    this.BackColor = SystemColors.ControlDark;
    this.TransparencyKey = SystemColors.ControlDark;
}
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*Common Classes** (
6 *Auxiliary Graphics Library*
Auxiliary Math Library

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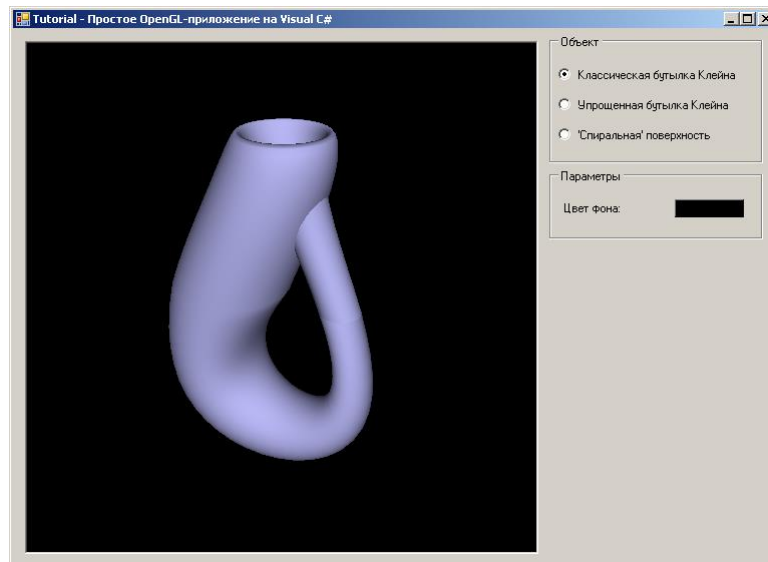
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Framework [http://www.taoframework.comY*

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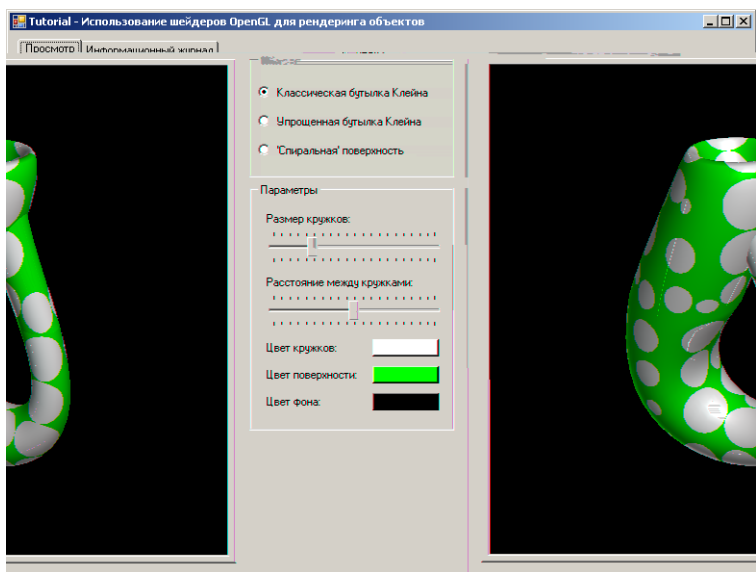
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P [kɹɛ] h- OpenGL Demo

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        Common Classes).
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    Texture2D Auxiliary Graphics Library.
    Texture2D LoadFromImage(string fileName)
    bool InitOpenGL()
    glEnable(GL_TEXTURE_2D).

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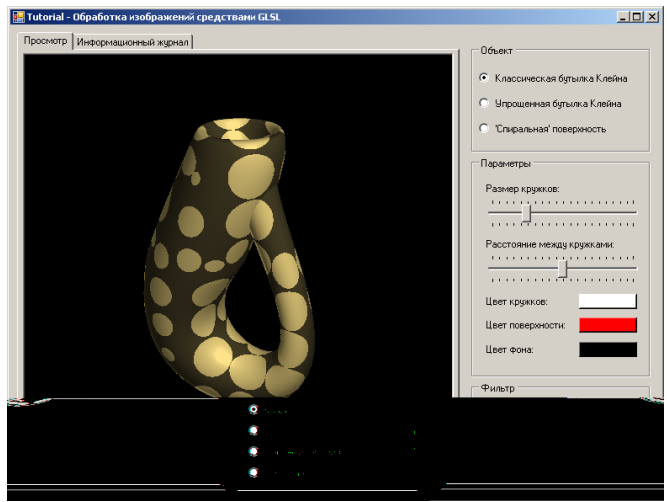


P [kɹɛ] h- Simple Shader

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P [kne]h- Image Processing

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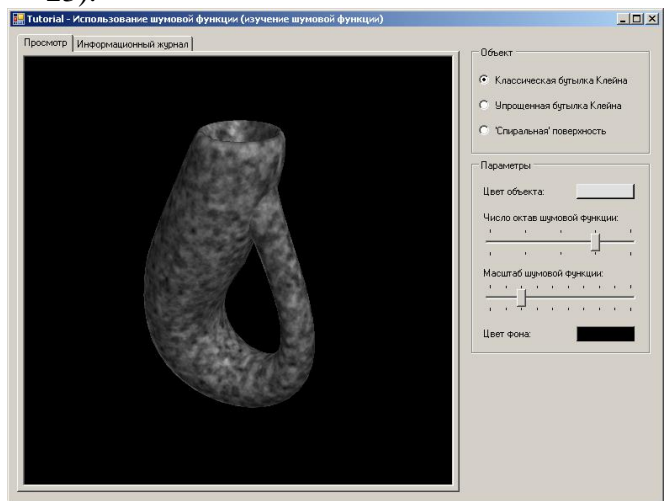
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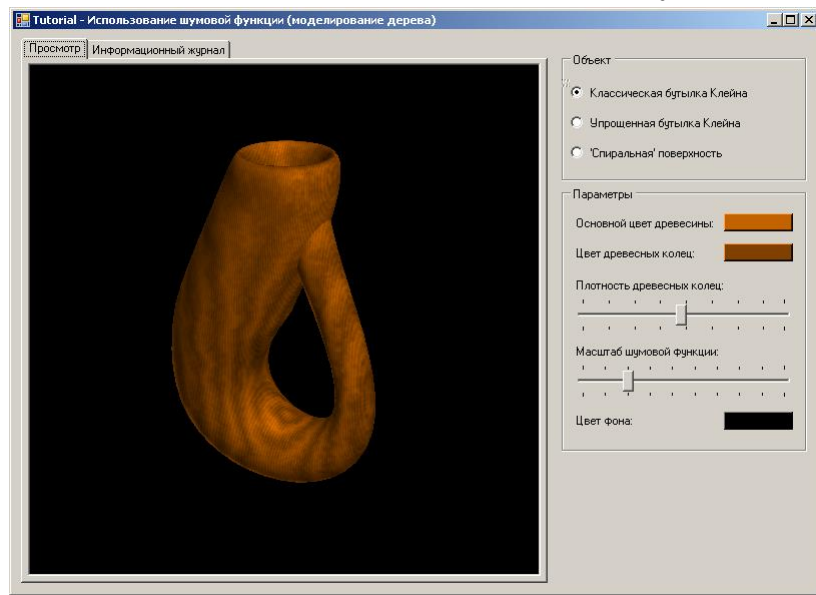
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P [kne]h- Noise Function



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P pkn]h- Wood Modeling

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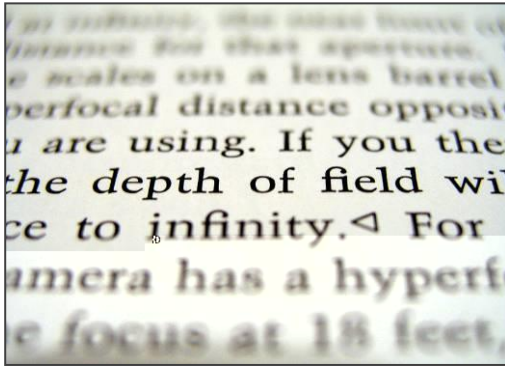
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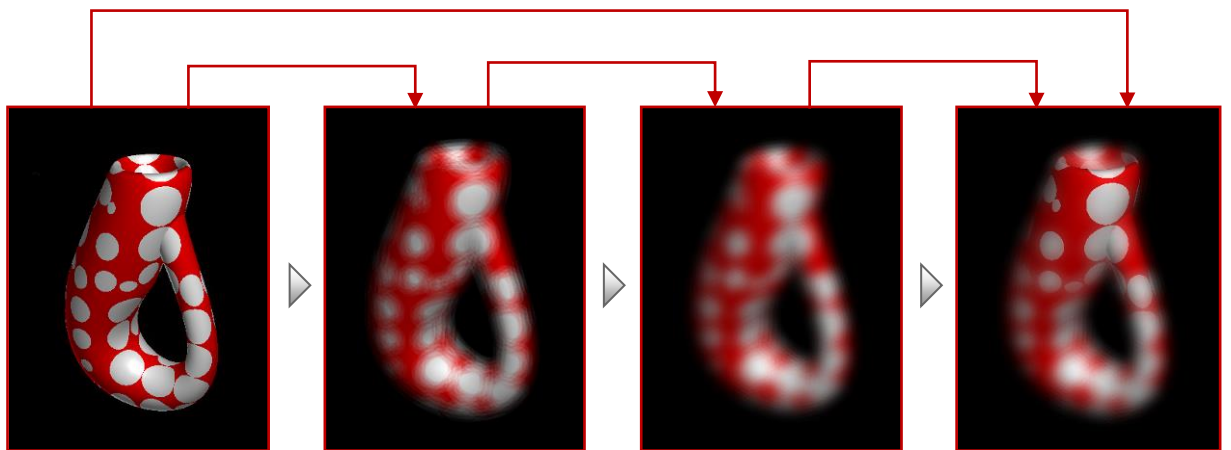
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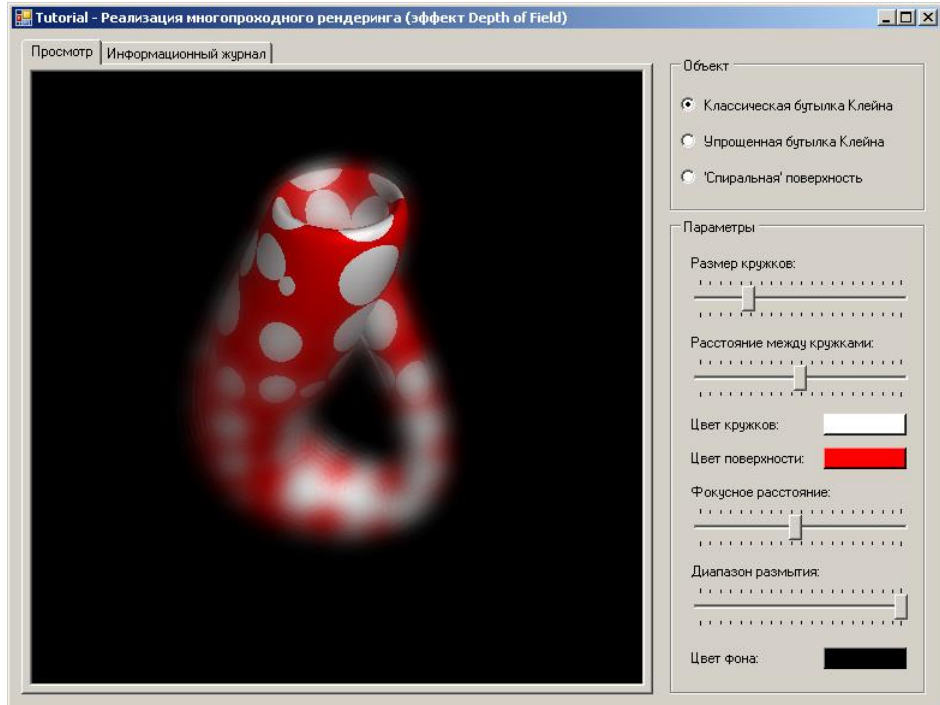
Wikipedia [<http://en.wikipedia.org/wiki>]



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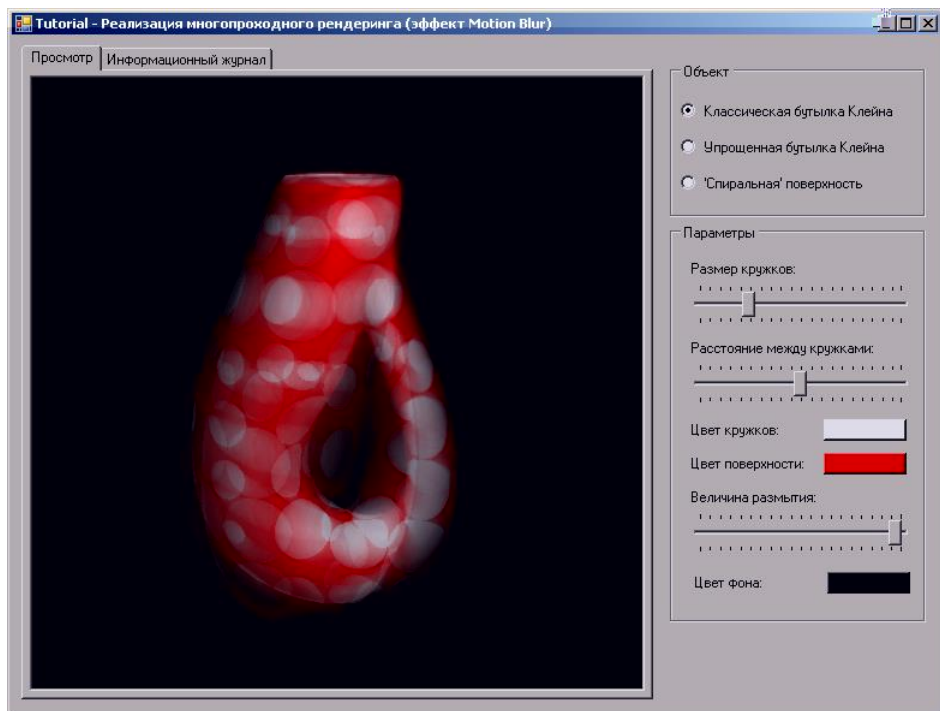
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Р [кнэ]h- Depth of Field



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Р [кнэ]h- Motion Blur

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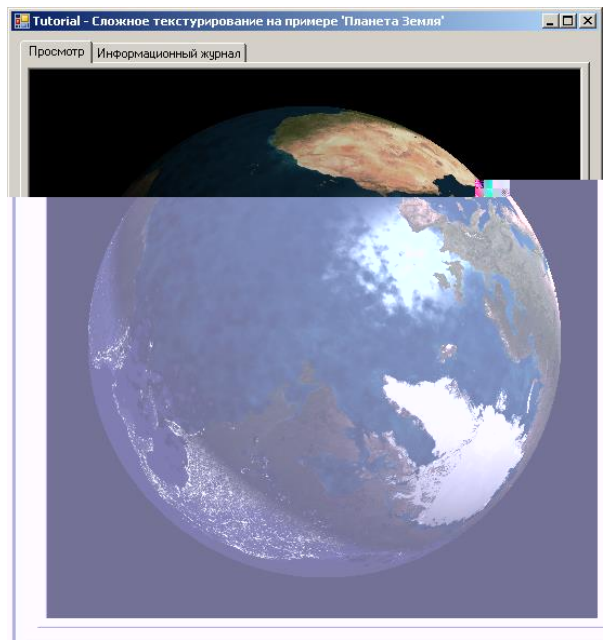
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P [kɔ]h- Earth Planet

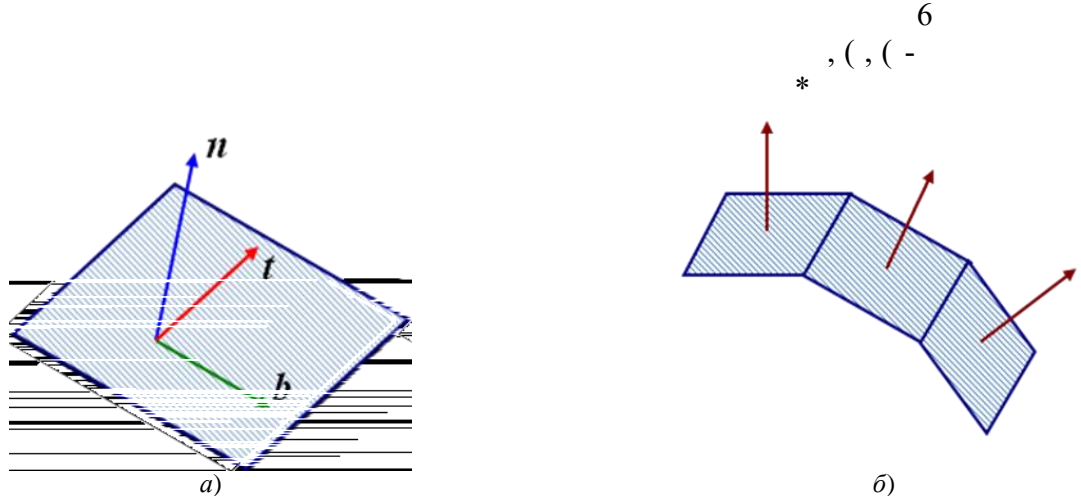
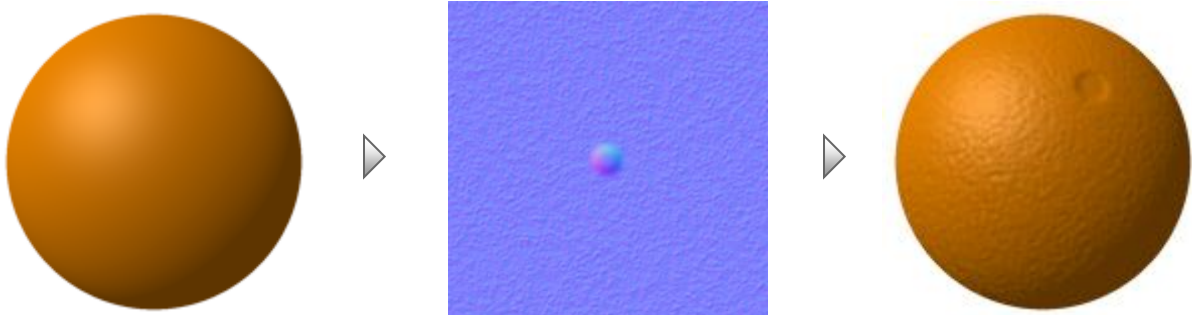
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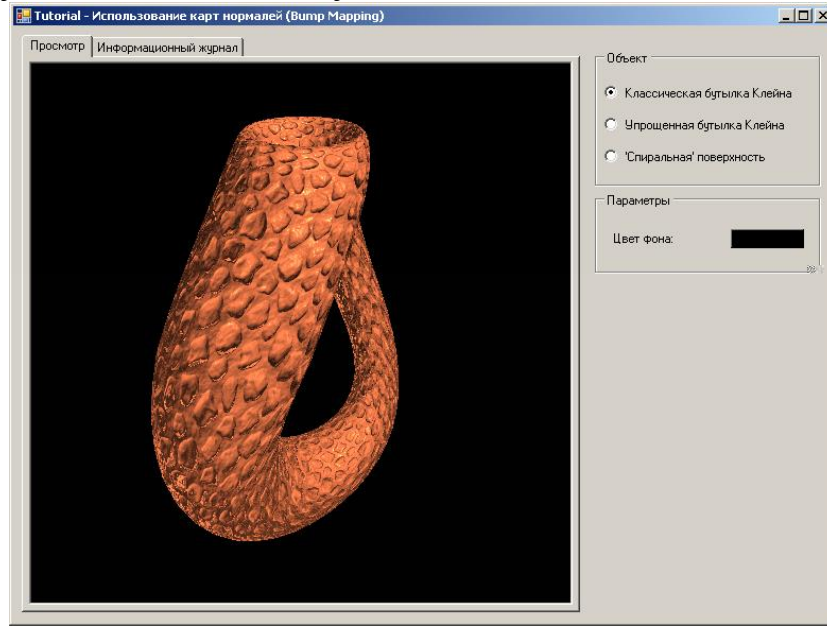


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P [kɹɛ]h- Bump Mapping

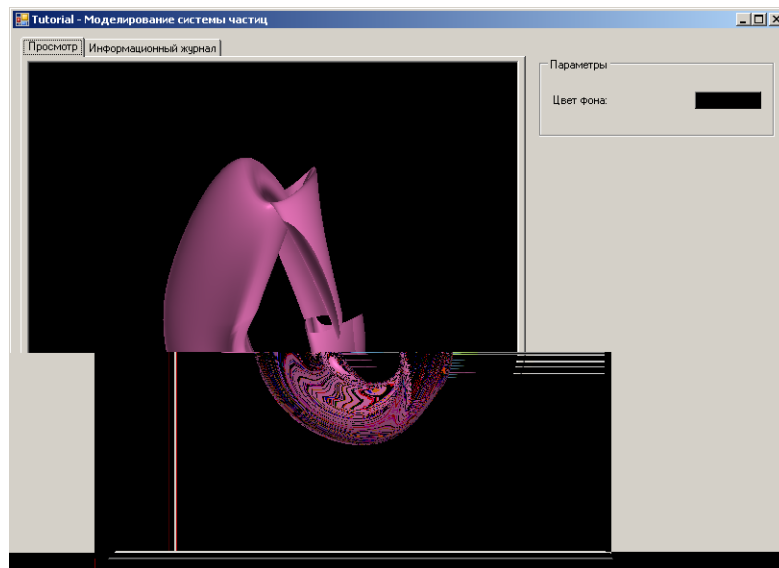
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P [kɹɛ]h- Keyframe Interpolation

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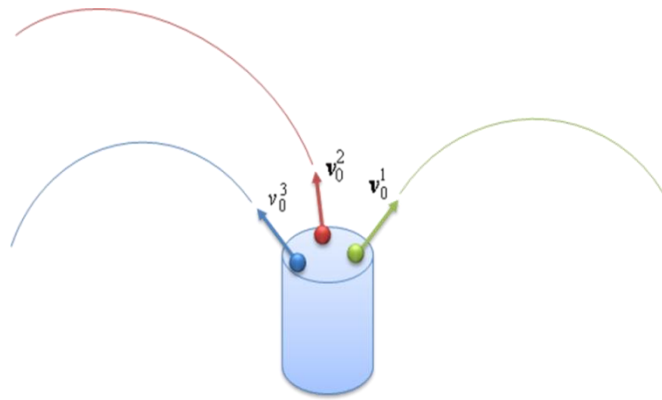
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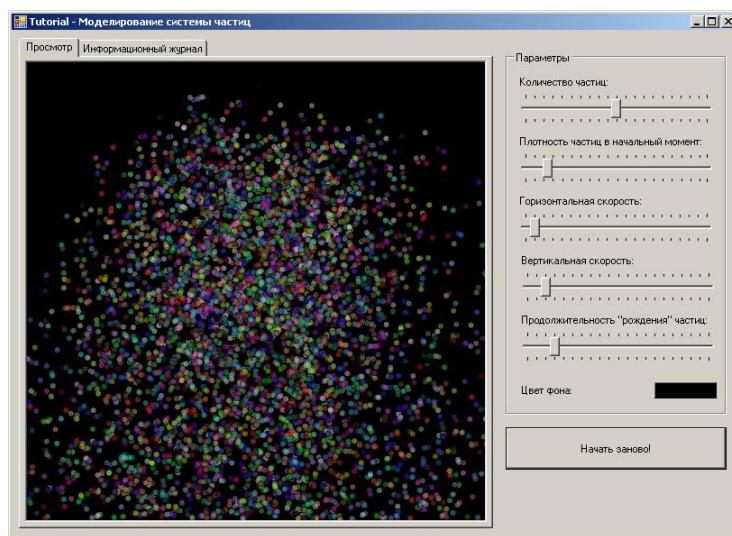
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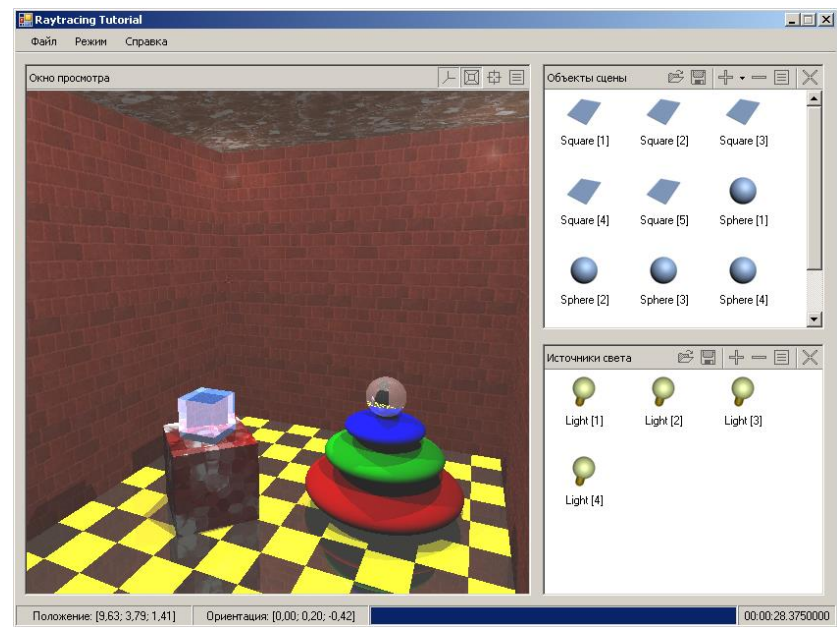
P [kne]h- Particle System

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Р [кн]h- Ray Tracing

Самостоятельная работа к лабораторной работе №1-2. Свободное программное обеспечение

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Самостоятельная работа к лабораторной работе №3-8. Обработка векторной графики

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Самостоятельная работа к лабораторной работе №9-12. Обработка растровой графики

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Самостоятельная работа к лабораторной работе №13-16. Обработка 3D-графики

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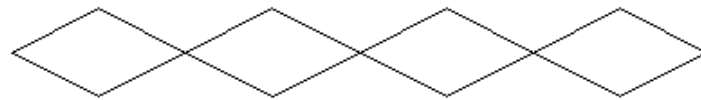
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2. (* * * * 6 (. . . , * 155 * W Y * ISBN 978-5-534-00850-0. 6 ++ URL: <http://www.biblio-online.ru/bcode/451488> 6-, *, /*, . - *

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3. (* * 6 + * * (* * * * 6 (. , -4* . -5 * 6 * * ISBN 978-5-9916-5468-5. www.biblio-online.ru/book/D39797BE-488C-4EC5-AFE8-F60AE1B9C750.

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ЭЛЕКТРОННОЙ ПОДПИСЬЮ

Сертификат: 03B6A3C600B7ADA9B742A1E041DE7D81B0
Получатель: Аргентков Михаил Николаевич
Действителен: с 04.10.2021 до 07.10.2022