

CS290I – 3D User Interfaces and GPU Power

Student Info Form

Name (please PRINT):

Preferred email address (for mailing list) - PRINT:

Department(s):

Program (MS, PhD, ...):

Current main research interest:

Plan after Graduation:

- Academia
 Corporate Research / R&D
 Industry (Developmt, Mgmt)
 Other:
 Don't know yet

Do you have an Engineering Unix account already

Yes, uname:

If you checked 'yes', is that account currently active?

Yes No Not sure

Does the account give you access to GSL/CSIL?

Yes No Not sure

Do you have access to a computer apart from the CSIL lab? No Yes, with...

OS: Linux Windows Vista Windows XP MacOS 10 Other: _____

GPU support: don't know No HW shaders

NVidia CUDA (GeForce8000+) 4.0 shaders 3.0 shaders 2.0 shaders

Previous CS classes:

CS180 (CG) CS280 (Real-Time CG) CS240A Applied Parallel Computing
 CS185/190I (HCI) CS281B (Computer Vision) CS240B Parallel Computing

Other Vision/Graphics/HCI Courses or GPU programming experience:

Programming and Design Experience:

Favorite programming language:

Other programming languages I have used:

Biggest programming project undertaken. What was it, and estimate number of code lines (order of magnitude):

Please list any (user interface) design experience that you have:

Math background: familiarity with...

Vector algebra: a lot moderate little

Numerics (PDEs): a lot moderate little

