I'm interested in coding for The Graphics Project, although I'd enjoy learning about rendering as well; it's something I don't know much about. I know some C++, but I've never used it for a group project, and never one involving graphics, but I'd love to learn! Working with graphics algorithms sounds really neat, too. It would be wonderful to know, for instance, what was involved in getting the monsters' fur in Monsters, Inc. to look so realistic. I'm incredibly curious about finding out just what it is that makes computer-generated faces look real (or not). Mostly, I'm just an overenthusiastic froshling with a bad case of oo-shiny and an immense curiosity about just what makes computer graphics work.