
Computer Science 3710 • Computer Graphics Course Outline • Spring 2012

www.cs.uleth.ca/~wismath/cs3710

TIME OF LECTURES: MWF 2:00–2:50 **Room:** W565

INSTRUCTOR: S.K. Wismath **Office:** C548

TEXTS: *Computer Graphics with OpenGL*(recommended)
by D. Hearn & M. Baker, 3rd Ed.
OpenGL Programming Guide, 5th Ed.(required)
by Woo et al.

GRADING SCHEME:

Assignments (3 or 4)	25%
Project	10%
Midterm Exam	20%
Final Exam	45%

GRADE DISTRIBUTION:

The cutoffs in this course last year were as follows. This information is provided as a guideline only and may be revised in this offering. Plus and minus grades are typically the top/bottom 2% of each letter group.

A	82 – 100
B	70 – 82
C	60 – 70
D	50 – 60

TOPICS: (as time permits):

- OpenGL basics
 - 2 and 3-D transformations
 - 3-D Transformations in OpenGL
 - Projection principles
 - Objects and simple lighting in OpenGL
 - Hidden line and surface removal, clipping
 - Surface Representations: Bézier and Spline methods
 - Texture mapping
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COMMENTS:

- Students are expected to be competent at C/C++ programming in a Unix environment. The assignments are large and concentrate on programming with OpenGL, while the exams mostly involve the theory.
- Exams must be written at the scheduled time; no provision is made for make-up exams, except for medical reasons.
- Please do NOT share code for the assignments. Electronic copying and other forms of cheating will be severely punished. Refer to the U. of L. Calendar on “Plagiarism”.