

OCT 05 1998

# CT 3110

## Introduction to Computer Graphics 3(3-0-3) UT

Prerequisites: CS 2010 or CS 1150 (knowledge of C is preferred as is a background with Linear Algebra and trigonometry)

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Textbook: OpenGL Programming Guide 2<sup>nd</sup> Ed.

Course Description: This is an introductory course on the major topics of computer graphics, geometric modeling, and computer-based animation. Primary topics will include: mathematics review; 2D graphics including scan conversion, clipping, 2D homogeneous transformations and 2D animation; 3D graphics including 3D homogeneous transformations and projections; geometric modeling; hidden surface removal; light, reflectance, and shading models; 3D animation; computer graphics hardware and device-independent graphics software. The OpenGL™ graphics API running on Windows NT workstations will be used for this course.

Course Format: This course is 3 lecture hours and 3 lab hours per week.

Evaluation:	Assignments	30%
	Quizzes	10%
	Midterm Exam	25%
	Final Exam	35%

Assignment Policy: All assignments must be turned in—late or not—in order for you to receive a passing grade in this course. Late assignments will be accepted but penalized by 25%.

**To pass this course you must achieve an average of 50% on all exams.**