

SEP. 10 2002

CT 3110

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

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

Instructor: David Gregg

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Textbook: OpenGL Programming Guide (2nd Ed. or later)
(it must cover OpenGL 1.1 or later)

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: Assignments are to be demonstrated in the scheduled lab on the due-date. Late assignments will be penalized by 50%.

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