

CS 351 : Introduction to Computer Graphics

Schedule: Fall (Sep-Dec) 2004 10/18/2004 11:57 PM

“All dates are approximate and evidence of unbounded optimism.” –Ben Watson

Class #	Date	Topic	Assigned Reading
Day 0	Sept 23	Intro Video, administrivia; “Assignment 0”...	Preface
Day 1	Sept 28	2D points, lines, shapes; transforms & viewport	H&B: 5.0-5.4 (handout)
Day 2	Sept 30	2D Robot: trees & stacks of transforms. Begin 3D	2.1, 2.2
Day 3	Oct 5	3Dmath: pts & polys; transforms, dot, cross.	1.1, 1.2, 1.3
Day 4	Oct 7	3D viewing transforms: build a virtual camera.	5.1, 5.2, 5.3
Day 5	Oct 12	Local Lighting, Simple Materials A	6.2 + blue book
Day 6	Oct 14	(Abhi, Pin)OpenGL Tutorial—Fast, Simple 3D	(see blue book)
Day 7	Oct 19	Local Lighting, Simple Materials B	6.3
Day 8	Oct 21	Hidden surfaces: the Z-buffer, BSP tree & more	6.5, 6.6
Day 9	Oct 26	Review	
Day 10	Oct 28	Midterm	
Day 11	Nov 2	Images and displays: Why use RGB? Why pixels?	(Handout)
Day 12	Nov 4	Basic Texture mapping in OpenGL	8.1, 8.2, 8.3;
Day 13	Nov 9	Sampling, ‘Jaggies’ vs Blur, and Uncle Aliasing	14
Day 14	Nov 11	Texture mapping II; ‘Textures can do Everything’	8.4-8.6
Day 15	Nov 16	Curves in 2D: DeCasteljau & Bezier	3.1-3.3.2
Day 16	Nov 18	Curves in 3D: “hey, it’s <u>all</u> just basis functions!”	3.4
Day 17	Nov 23	The eye and color; sense so little, yet see so much	15
Day 18	Nov 25	<i>Holiday</i> : Thanksgiving	
Day 19	Nov 30	Light done right: Ray tracing & Global Illum. I	1.4, 10.1-3, 12
Day 20	Dec 2	Review	
Day 21	Dec 9	Final Exam:	7:00-9:00 PM