

CSCI 3820: Computer Graphics

Spring 2016

- Course** CSCI 3820 meets T,Th 9:30-10:45 in RH 117 (Linux Lab)
Course web page <http://mathcs.slu.edu/~clair/graphics>
- Instructor** Dr. Bryan Clair
bryan@slu.edu
Ritter Hall 109, 977-3043
- Office Hours** M 10-11, W 3:10-4, Th 11-12 or by appointment. Stop by my office anytime, and if I'm around I can usually help you.
- Textbooks** Angel, Shreiner, *Interactive Computer Graphics: A Top-down Approach with WebGL*, 7ed.
- Exams** I give makeup exams only for severe and *documented* reasons.

Midterm Exam: Thursday, March 3
Final Exam: Thursday, May 5, 8-9:50am.
- Programming Assignments** The largest component of this course will be the programming assignments. These will generally be due Tuesdays at midnight. Late assignments lose 5% after midnight, an additional 5% after twenty-four hours, and 1% per day thereafter.

In the latter part of the course, there will be a relatively large final project.
- Written Homework** There will be occasional written homework, which should be submitted in class, on paper. I score written homework +, ✓, 0. Late homework is always accepted for a ✓, but you won't get any comments.
- Grading** Grading is on a straight scale (uncurved), with 90%,80%,70%,60% guaranteeing A-, B-, C-, D respectively. Grading is weighted as follows:

Programming assignments and written homework: 40%
Final project: 30%
Midterm Exam: 10%
Final Exam: 20%
- Honesty** Students are expected to be honest in their academic work, as per the Honesty Policy of the College of Arts & Sciences. Plagiarism, cheating and dishonesty will be reported to the dean and may result in probation, expulsion, or worse.
- Approximate Schedule** 2D drawing with Canvas and JavaScript. 1 week.
3D drawing with three.js. 2 weeks.
Modelview transformations. Homogeneous coordinates and perspective. 1 weeks.
Lighting, color, and materials. 1 week.
Texture mapping. 1 week.
Environment maps. 1 week.
Vertex and shader programs. WebGL. 3 weeks.
Final project. 5 weeks.

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<http://www.slu.edu/college-of-arts-and-sciences-home/undergraduate-education/academic-honesty>

In particular, for this course, code you submit as solutions to the programming assignments must be written by you. You are not allowed to copy code from other students. Copying code from online sources or examples should always be commented with the source. Copying large blocks of code is only allowed with explicit permission from the instructor.

Disabilities In recognition that people learn in a variety of ways and that learning is influenced by multiple factors (e.g., prior experience, study skills, learning disability), resources to support student success are available on campus. Students who think they might benefit from these resources can find out more about Course-level support (e.g., faculty member, departmental resources, etc.) by asking your course instructor. University-level support (e.g., tutoring/writing services, Disability Services) by visiting the Student Success Center (BSC 331) or by going to <http://www.slu.edu/success>. Students who believe that, due to a disability, they could benefit from academic accommodations are encouraged to contact Disability Services at 314-977-8885 or visit the Student Success Center. Confidentiality will be observed in all inquiries. Course instructors support student accommodation requests when an approved letter from Disability Services has been received and when students discuss these accommodations with the instructor after receipt of the approved letter.