CS 460 Course Syllabus

Fall 2015

Introduction to Computer Graphics

Instructor: G. Hill Price

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Class Meeting Time: 3:00 - 4:15pm MonWed
Classroom: Dragas 1117
Office Hours: 10:00 - 10:50am MonWedFri and by appointment

Holidays: Labor Day 7 Sep
Fall Break 10-13 Oct
Thanksgiving Holiday 25-29 Nov

Last Day to Withdraw: 3 Nov

Goals

The primary goal of this class is to provide students with a broad overview of computer graphics theory and applications with students gaining an appreciation for the complex and tedious operations necessary for generating realistic computer images. A secondary goal is to give students graphical programming experience with a little historical general education included.

Topics

1. Display Devices and Hardware
2. Coordinate Systems
3. Primitives, Transformations and Clipping
4. Window Systems
5. Project Overview
6. Data Structures for Graphics
7. Curves, Surfaces and Solids
8. Hidden Line-Surface Algorithms
9. Shadows, Shading and Lighting
10. Advanced Graphics Concepts and Hardware
11. Real-Time Graphics (Gaming)

Requirements, Undergraduate Students

Notebook --- ( 5% )
Midterm Exam --- ( 30%, open book and notes )
Final Exam --- ( 40%, open book and notes )
Project --- ( 25% )

Read the Classroom Rules

Updated 7/28/2015

G. Hill Price