

Overview

CMP 160 – Introduction to Computer Graphics – Fall 2001

MWF 12:30-1:40PM, B210 Marine and Earth Sciences

<http://www.soe.ucsc.edu/classes/cmeps160>

Instructor

Jane Wilhelms, 345 Applied Sciences, x-2440, wilhelms@cse
Office Hours: M 2:00-3:00PM, W 11:30-12:30PM and by appointment

Teaching Assistant, Readers and Tutors

To be announced and posted on web site www.soe.ucsc.edu/classes/cmeps160.

Computer Graphics Lab:

Location and Hours to be posted on door.

Prerequisites

Math 21 or Engineering 27 (formerly Math 27): Especially concerning vector and matrix manipulation, determinants, dot products, and cross products, etc.

Cmp 101: Algorithms and abstract data types.

Required Text

Computer Graphics Using Open GL, 2nd Edition, F.S. Hill, Jr., Prentice-Hall.

Course Description

Introduces different techniques of modeling, transformation, and rendering to obtain computer-generated imagery. Topics include 2D and 3D graphical primitives, line drawings, curves and surface modeling, projections, matrix composition, hidden surface removal and shading algorithms. Several intensive programming assignments using the C language on bit-mapped raster scan displays and a major programming project are required.

Grading

Programming/Homework/Project	50%
Exam 1:	12.5%
Exam 2:	25%
Exam 3:	12.5%

There will (probably) be 3 programming assignments, mostly during the first part of the course. The final project will involve software, a personal demonstration of how it works, and a brief paper and manual describing the project. Demonstrations will be during the “Final Exam” period. The 3 assignments and the project are equally weighted and account for half the course grade. You must receive a **70 % score** as an average of the homeworks/project to **pass the course**.

There will be three exams, with a weighting 25%, 50%, 23%. The exams will not be particularly cumulative, but knowledge from the first part of the course invariably is part of the latter part. Exams are closed

note, closed book. You must receive a **70 % score** as an average of the exams to **pass the course**.

Note that you must independently pass (70%) both the programming/project 50% and the exam 50% of the course rating to pass.

General Policies

All course work including homework, programs, exams, and final project are intended to be individual effort and are graded as such. Though you are welcome to discuss assignments with other students, you should not let other people copy, use, or read your code, nor should you read or use anyone else's. Incidents of cheating will be punished to the fullest extent possible. Any incidents of cheating will cause failure in the course. You are responsible for protecting your homework and programs from being copied by others. Do not discard printouts in public places. Always log out when you leave. Refer to the official UCSC guidelines.

There will be no make-up exams or programs except for extreme and documented emergencies. There will be no incompletes given in the class. There will be no changes to narrative evaluations or grades except in case of error.

You are expected to regularly attend lectures. Attendance in lab and discussion sections is voluntary but students who regularly attend these usually do much better in the class than those who do not. Attendance and participation and effort is crucial in determining borderline cases at the end of the quarter.

Early/Late Days

To minimize congestion in the lab, you can turn in any programming assignment up to 5 days early and receive *early days* and up to five days late and receive *late days*. If, at the end of the quarter, you have more late days than early days, each late date will reduce the score on one assignment by 20%.