

CMP 160
Spring 2004

Tentative Course Outline

Week	Dates	Topics	Chapters	Program/Exam/Assgn Due
1	March 29 March 31 Apr 2	Overview Line Drawing Anti-Aliasing Prog1: OpenGL/FLTK warm up	Chapters 1, 2 3.5	
2	Apr 5 Apr 7 Apr 9	Polygon Filling 2D Transformations 2D Transformations 3D Transformations Prog2: 2D Drawing	3.15 Chapter 5 5.1-5.8 5.9-5.18	Program 1 (Apr 8)
3	Apr 12 Apr 14 Apr 16	3D Transformations Viewing Transformations 3D Model-View Trans Prog3: Viewing Transformations Virtual Trackball	Chapter 5 Chapter 6 Chapter 7	Program 2 (Apr 15)
4	Apr 19 Apr 21 Apr 23	Lighting Shading Color Models	Chapter 10 Chapter 10 Chapter 12	
5	Apr 26 Apr 28 Apr 30	Hierarchical Models Cool Effects (depth cueing, fog transparency, blending motion blur, depth of field shadow, antialiasing Final Projects Discussion Program 4 Discussion Textures Line Clipping	Chapter 10 Chapter 10 6.7	Program 3 (Apr 27) Project Pre-Proposal Due
6	May 3 May 5 May 7	Polygon Clipping Keyframe Animation Hidden Surface Removal	6.8 Chapter 13 Chapter 9	Program 4 (May 6) Final Project Proposal
7	May 10 May 12 May 14	Midterm Exam I Final Project Discussion Class Review Graphics Videos	Section 14.5 Chapter 13 Chapter 10	Midterm Exam 1
8	May 17 May 19 May 21	Midterm Exam II Modeling Curves Modeling Curves/Surfaces	Chapter 8 Chapter 8	Midterm Exam 2
	May 24 May 26 May 28	Exam Review Modeling Surfaces CMP 160 Comp Exam	Chapter 8	HW 1 Due
10	May 31 June 2 June 4	No Class RayTracing Radiosity	Chapter 10	HW 2 Due
11	June 9	Project Demos		Final Project (12noon-3pm)