

CMP 160
Introduction to Computer Graphics
Required Work, Grading Policy, Accounts
Spring 2004

Programming Assignments and Projects: There will be 4 programming assignments during the first part of the course, approximately one each week (or 10 days). All programming assignments will be due on or before 12:00 midnight.

The final programming project will involve software, a personal demonstration of how it works, and a brief paper and manual describing the project. The project demonstrations will be held on June 9, Wednesday between 12 to 3 pm during the scheduled time for the final examinations. The final paper is also due at the same time.

Midterm Exams: There will be two or in-class midterm exams: the dates for the two mid-term exams are May 10 (Monday) and May 17 (Monday). Exams are open book/open notes.

Homeworks: There will be 2 or 3 homeworks. They will all be due later in the quarter.

Grading Policy: To give people some flexibility and reduce overcrowding in the graphics lab, we have a policy of early/late days on programming assignments. You can turn in any programming assignment earlier than the due date and receive up to 3 early days or 3 late days. If you cannot finish the assignment even in 3 late days, although you will not get any credit for it, you are still REQUIRED to submit the final solution to the assignment. You will NOT pass the class unless you have submitted all the four programming assignments. You are not allowed to look at the final solution posted until you have submitted the assignment (If you submit your assignment after the solution has been posted, you must include the following statement in your README file: "On my self-honor, I declare that I have not looked at or discussed the posted final solution to programming assignment number xx." If you break this rule or indulge in any other kind of cheating, you will be disqualified from this class. It is ok to discuss the solutions with anybody including the instructor, teaching assistants, current colleagues, and past colleagues. YOU MUST ACKNOWLEDGE the assistance received from any person, or any internet web site. It is not OK to copy or share any written code. Early days cancel late days. You can accumulate up to a total of 7 late days without losing any points. However if you have more than 7 late days at the end of the quarter, you lose 20% points for each extra late day over 7 late days. The four programming assignments will count for 5%, 6%, 7%, 7% respectively. The programs will be graded 80% for functionality and correctness and 20% for style, efficiency and extra features. Use the submit-cmp160 program to submit your files.

In order to pass this course, you must get at least 60% in programming (this includes programming assignments and final graphics project) and at least 60% in theory (this includes two midterm examinations, two or three homeworks, and class participation). I WILL NOT GIVE ANY INCOMPLETE IN THIS CLASS. IF YOU DO NOT FINISH YOUR FINAL PROJECT IN TIME OR DO NOT MEET THE PASSING CRITERION ABOVE, YOU WILL NOT PASS THIS COURSE.

Accounts: I expect that all of you have CATS account. If not, please get a CATS account as soon as possible. For this class, you will be using OpenGL and FLTK to create graphics and user interface for the graphics programs. The teaching assistant and the tutors will be meeting you for the lab hours in Crown lab. The lab is open and you could get into the lab anytime 24 hours a day seven days a week.