CMP 160
Introduction to Computer Graphics
Spring 2003

Instructor: Suresh Lodha (lodha@soe)
241 Baskin Engineering, 459-3773
Office Hours: MW 3:00-4:30pm and by appointment

Time: MWF 9:30-10:40am
Place: Social Sciences 2; Room Number 179
WWW site: http://www.soe.ucsc.edu/classes/cmps160/Spring03

Text: *Computer Graphics: C Version*
by D. Hearn and M. Baker, Addison-Wesley

OpenGL Texts: *OpenGL Primer*
Addison Wesley
*OpenGL Programming Guide*
Nelder, David & Woo, Addison-Wesley
*OpenGL Reference Manual*
Addison-Wesley
*OpenGL Superbible*
by Richard Wright and Michael Sweet, Waite Group Press

by Edward Angel, Addison-Wesley, Third Edition
*Fundamentals of Computer Graphics*
by Peter Shirley
*Computer Graphics: Principles and Practice*
by Foley, Van Dam, Feiner and Hughes, Addison-Wesley
*Mathematical Elements for Computer Graphics, *
by David Rogers and J. Alan Adams
*Graphics Gems I, II, III, IV, V*
by Glassner, Arvo, Kir, Heckbert (respectively)

Grading:
50% programming (25% assignments + 25% final project)
50% theory (30% for midterms +
  10% homework + 10% class participation)

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Lab Hours in BE 105:
MW 5-7; TuTh 11-12noon, 8-9pm, and by appointment