

Instructor: Marge Coahran

Science 3827

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Office hours (*tentative*): MWF 11:00-12:00am, TR 1:00-2:00pm

You may also drop by my office at other times. If I am free, I will be happy to help you; if not, I will let you know. Of course, you can also send me email at any time. I will try to respond promptly, but this may sometimes mean an hour or two, not a minute or two.

Class mtgs: MWF 3:15–4:05, Science 3819**Course website:** <http://www.cs.grinnell.edu/~coahranm/csc295/s2009>

I will post reading assignments, homework assignments, etc on the website, so please check it regularly.

Textbook:Donald Hearn and M. Pauline Baker, *Computer Graphics with OpenGL, Third Edition*, Prentice-Hall, 2004.**Course work and grading distribution:**

<i>Item</i>	<i>Weight</i>	<i>Date</i>
Homeworks	50%	approximately every week
Midterm Test I	15%	Wed, February 18 (in class)
Midterm Test II	15%	Wed, April 8 (in class)
Final exam	20%	Tues, May 12 (9:00-12:00)

Mini-projects:

I hope we will have time during the last two weeks of the the course for a “mini-project.” If so, I will consider it a two-week homework assignment (giving it the weight of two assignments) for grading purposes.

*** Given that there will be a lot of coding in this course (and coding can take a lot of time), I will drop the lowest homework grade when computing your homework score. However, this rule **will not apply** to the mini-project since it will be worth two homework assignments.*

Schedule* of topics:

<i>Approximate timeline</i>	<i>Topics</i>
Week 1	getting started with OpenGL
Week 2	2D geometric transformations
Week 3	2D projection and viewport transforms; clipping algorithms
Week 4	rasterization algorithms
Week 5	3D geometric transformations
Week 6-7	3D modeling: polygonal meshes and normal vectors
Week 8	illumination and shading models
<i>Spring Break</i>	<i>Spring Break</i>
Week 9	3D viewing transformation
Week 10	3D projection transformations
Week 11	visibility detection (hidden surface removal); textures
Week 12	ray tracing
Week 13-14	TBD

** This is a rough schedule. As such, it is approximate and subject to change.*

Homework Assignments:

Homework assignments will be due approximately weekly. Most assignments will include written work (e.g., math problems) and computer programming.

You may submit your work in either C or C++, using the OpenGL graphics libraries. The “official” language

for the course will be C, in the sense that knowledge of C++ will not be assumed (and I don't want to spend class time teaching it). Things to think about when making this choice:

- Most graphics programming is done in C++ with OpenGL, so experience with C++ may benefit you if you would like to work in this area.
- If the call is great enough, I might be convinced to provide a quick tutorial on C++ (once) outside of class. (There is just too much cool graphics to do to spend class time on this.)
- I would advise against coding in C++ and Java at the same time (for different courses) because they are syntactically similar but different in substantive ways (ie, memory handling). This can make switching between them a bit mind-twisting.

Please submit work that is neat and tidy. The easier it is to grade, the happier I will be while grading!

Late homework submission and grace days:

Homework assignments will be due at the beginning of class. Assignments that are submitted more than 10 minutes after the beginning of class will be considered late. Aside from the grace day policy described below, I will not accept late homework assignments.

Every student will be granted two grace days that can be used for any homework assignment, for any reason. This year, a grace day is an automatic extension *until the next class period*.

Please use your grace days wisely: you may need them more later than you do now! I would appreciate hearing in advance by email if you intend to use a grace day on a particular assignment since this makes my bookkeeping task easier. However, any assignment submitted late will automatically use a grace day if you still have one to use.

Collaboration and academic honesty:

Collaboration is not allowed on tests in this course, but it is allowed on homework assignments under the following rules.

1. You may work on the homework assignments individually or with a partner. (You may make a different decision on this for each assignment.) If you work with a partner on an assignment, you should produce and submit a single assignment with both names on it. You will both receive the full grade that the assignment earns.

However, a warning: the exams are likely to include problems that are similar to homework problems. So if you work with a partner, be sure that you both contribute equally to and fully understand every problem on the assignment. (The assignments will be written such that it is reasonable for them to be done alone, and the point of allowing collaboration is to improve your learning, not to increase your free time.)

2. You may also talk with others about the homework. However, except with your partner, you may only talk. You may not share specific answers, you may not leave a discussion with written notes, and you may not share code. (You should cite the people that you have such discussions with if you got ideas from them.)

The work you submit must follow the rules outlined above. Abuse of these rules constitutes an academic offence, and it will be taken seriously.

Accommodations for students with disabilities:

If you have a disability, including a non-visible disability, please let me know early in the semester so that your learning needs may be appropriately met. You will also need to provide documentation of your disability to the Dean for Student Academic Support and Advising, Joyce Stern, located on the 3rd floor of the Rosenfield Center (x3702).