CS 460 Course Syllabus

Fall 2020

Introduction to Computer Graphics

Instructor:  G. Hill Price
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Class Meeting Time: 11:00 - 11:50am MonWedFri
Classroom: Dragas 1117
Office Hours: 12:00 - 12:50pm MonWed and by appointment

Last Day to Withdraw: 5 November
Holidays: Labor Day, 7 September
Election Day, 3 November
Thanksgiving, 26-29 November

Goals

The primary goal of this class is to provide students with a broad overview of computer graphics theory and applications with students gaining an appreciation for the complex and tedious operations necessary for generating realistic computer images. A secondary goal is to give students graphical programming experience with a little historical general education included.

Topics

1. Display Devices and Hardware
2. Coordinate Systems
3. Primitives, Transformations and Clipping
4. Window Systems
5. Project Overview
6. Data Structures for Graphics
7. Curves, Surfaces and Solids
8. Hidden Line-Surface Algorithms
9. Shadows, Shading and Lighting
10. Surface Detail
11. Advanced Graphics Concepts and Hardware
12. Real-Time Graphics (Gaming)
Requirements, Undergraduate Students

Midterm Exam --- (35%, open book and notes)
Final Exam --- (35%, open book and notes)
Project --- (30%)

Required Reading: Classroom Rules

Updated 7/18/2020

G. Hill Price