

CMSC 427 – Computer Graphics

Fall 2003 Lectures: Tuesdays, Thursdays 11:00am – 12:15pm CSI 1122

Course Page: <http://www.cs.umd.edu/class/fall2003/cmssc427/>

Professor: Amitabh Varshney, 4407 AVW, (301)405-6761, varshney@cs.umd.edu. Office hours: Tuesdays and Thursdays 12:30 – 1:30pm, or by appointment. For an appointment, just drop by my office, or call me, or send me an email and we can fix up a time.

Teaching Assistant: Youngmin Kim, 1112 AVW, [ymkim@cs.umd.edu](mailto:ykim@cs.umd.edu). Office hours: Mondays and Wednesdays 1:00 – 2:00pm.

Texts: Our main textbook will be:

Interactive Computer Graphics: A Top-Down Approach Using OpenGL by Edward Angel, Third Edition, Addison-Wesley, 2003, ISBN 00-201-77343-0

In addition, you will also find the following text useful:

OpenGL Programming Guide, Third Edition: The Official Guide to Learning OpenGL, Version 1.2, by Mason Woo (Editor), OpenGL Architecture Review Board, Jackie Neider, Tom Davis, Dave Shreiner, ISBN 0-201-60458-2, Addison-Wesley.

Prerequisites: MATH 240 (linear algebra) and CMSC 420 (data structures). Good knowledge of C/C++ programming. You should be able to independently design, code, and debug moderately sophisticated programs. You should also feel comfortable about concepts related to vectors (spaces and products) and matrices (inversion, products, transformations).

Grading

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| Assignments | 45% |
| Mid-term Exam | 20% |
| Final Exam | 35% |

Assignments: All submissions will be due at the beginning of the class. Checkpoints: Tuesdays 11:00am, Thursdays 11:00am. Late submission policy: 20% off for each checkpoint passed, except the first missed checkpoint in the semester is without penalty. Machine failures will not delay due-dates unless there is a massive catastrophe, announced by me as such. Assume that machine failures will happen and that contention for machines will occur. Start early. Grading for all assignments will be done on one of the following platforms: Sun workstations on WAM, Glue, CSD (junkfood) labs, or on a PC in the Microsoft Lab. You can code and debug your assignments on any platform but you should give yourself enough time to recompile and possibly debug/reconcile your programs with one of the above platforms/environments so that they correctly execute on them.

Video Shows: From 10:55am – 11:00am, before each class I plan to show a video illustrating computer graphics. This is cultural: attendance is optional, and you will not be held responsible for knowing what is presented.

Final Exam: Final Exam will be 8:00 – 10:00am on Monday, December 15, 2003.

Academic Conduct: I expect high standards of professional conduct and ethics. All work that you submit in this course must be your own. Please familiarize yourself and strictly follow our university's Code of Academic Integrity available at: <http://www.jpo.umd.edu/>

Students with Disabilities: If you have a disability for which you require assistance please let me know so that we may make appropriate arrangements.