

# CMSC 427 – Computer Graphics

Fall 2004 Lectures: Tuesdays, Thursdays 12:30pm – 1:45pm CSI 1121

Course Page: <http://www.cs.umd.edu/class/fall2004/cmssc427/>

**Professor:** Amitabh Varshney, 4407 AVW, (301)405-6761, [varshney@cs.umd.edu](mailto:varshney@cs.umd.edu). Office hours: Tuesdays and Thursdays 2:00 – 3:00pm, 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:** Derek Juba, 1112 AVW, [juba@cs.umd.edu](mailto:juba@cs.umd.edu). Office hours: Mondays 2:00 - 3:00pm and Wednesdays 11:00 - 12:00pm.

**Texts:** Our main textbook will be:

*Computer Graphics with OpenGL* by Donald Hearn and M. Pauline Baker, Third Edition, Prentice Hall, 2004, ISBN 0-13-015390-7

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

*OpenGL Programming Guide, Fourth Edition: The Official Guide to Learning OpenGL, Version 1.4*, by Mason Woo (Editor), OpenGL Architecture Review Board, Dave Shreiner, Mason Woo, Jackie Neider, Tom Davis, ISBN 0-321-17348-1, 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

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

**Assignments:** All submissions will be due at the beginning of the class. Checkpoints: Thursdays 12:30pm, Tuesdays 12:30pm. 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 public lab PC. 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 12:25pm – 12:30pm, 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 1:30 – 3:30pm on Friday, December 17, 2004.

**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.