CMSC 740 – Computer Graphics

Spring 2001 Lectures: Mondays, Wednesdays 4:00pm – 5:30pm CLB 0102
Course Page: http://www.cs.umd.edu/class/spring2001/cmsc740/

Professor: Amitabh Varshney, 4407 AVW, (301)405-6761, varshney@cs.umd.edu. Office hours: Mondays and Wednesdays 2:30 – 3:30pm, 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: Feng Guo, 3136 AVW, (301)405-2775, fguo@cs.umd.edu. Office hours: Tuesdays and Thursdays 1:00 - 2:30pm.

Texts: Our main textbook will be:


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


A copy of all of the above books is on reserve in the CS departmental library (AVW 3164).

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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<th>Component</th>
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<tr>
<td>Assignments</td>
<td>45%</td>
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<td>Mid-term Exam</td>
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Assignments: All submissions will be due on Wednesdays at the beginning of the class. Checkpoints: Wednesdays 4:00pm, Fridays 4:00pm, Mondays 4:00pm. 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, or 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 3:55pm – 4:00pm, 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 4:00 – 7:00pm on Monday, May 21, 2001.

Academic Conduct: I expect high standards of professional conduct and ethics. All work that you submit in this course must be your own or approved in advance by the instructor.