

# CS 230: Computer Graphics

## Syllabus

Winter 2022

### General

- Lecture: MWF 10:00-11:50 AM, TBD
- Website: <http://www.cs.ucr.edu/~craigs/courses/2022-winter-cs-230/index.html>
- Textbook: Fundamentals of Computer Graphics, by Shirley, Ashikhmin, Marschner

### Instructor

- Craig Schroeder
- Office: Chung 309 (or online if lecture was online)
- Hours: MWF 11:00 AM - 12:00 PM (after class), or by appointment
- Email: [craigs@cs.ucr.edu](mailto:craigs@cs.ucr.edu)

### Website

The course website contains all of the information that you should need about the class, including a schedule for all of the major elements of the course (lecture notes, projects). All materials will be posted there. Important announcements will also occasionally be made on the website as well as in class.

### Projects

This course will have three programming projects. The first two projects are to be completed individually.<sup>1</sup> Each will be submitted twice. The first is a checkpoint, which is intended to encourage steady progress on the project. Details of how much must be done by each checkpoint will be available on the website. The projects come with a grading script, which will allow you to see your progress on the projects as you work on them. The grading script will tell you exactly what grade you will receive before you submit each project or checkpoint.<sup>2</sup> Extra credit is possible for both projects; instructions on how to take advantage of this are also on the website. You have two free late days, which you may apply to these projects or checkpoints. You may apply one late day to each of two submissions or both late days to one submission. No late submissions will be accepted once these late days are exhausted. These will be submitted on eLearn.

---

<sup>1</sup>Each student must submit their own *unique* solution to the projects. You are permitted to work with a partner. At most one partner for project one, and at most one (possibly different) partner for project two. If you choose to work with a partner, please identify the name of your partner near the top of one of your source files. Although some degree of similarity is expected between your solution and that of your partner, both partners must write their own separate solutions. The quizzes contain questions relating to the projects, so it is important that both partners fully understand the project.

<sup>2</sup>If you see a different grade in eLearn than you expected to see, please contact the instructor. This happens to a few students every quarter. The chances of this happening are reduced significantly if you run your program through `valgrind` before submission, since most instances of this are caused by memory errors. Being able to run the grading script is important; if you experience problems with the grading script, please ask the instructor.

The third programming project is a task of your choosing. This project may be completed individually or with a partner. The project should be related to physically-based simulation, though alternatives may be approved under special circumstances. You will submit a writeup for this project and make a 8-minute presentation to the class. The final exam period will consist entirely of these presentations; there is no written component.

## Participation

In-class participation is required and will include occasional brief (typically 5-minute) quizzes. These quizzes are intended to be straightforward if you are attending class and following the material presented in class. Quizzes may be given at the beginning or end of class. They will cover material over the past two weeks, up to and including the previous lecture. There are no make-up quizzes, but the lowest two quiz scores will be dropped. Quizzes will be given over eLearn when COVID restrictions prevent in-person attendance.

## Grading

Your grade will be computed according to the grading scheme below. The lowest two quiz scores will be dropped when computing your grade.

Item	Contribution
Project 1 checkpoint	10%
Project 1	20%
Project 2 checkpoint	10%
Project 2	20%
Project 3	20%
Participation	20%

## Academic integrity

Cheating is harmful to other students and the academic environment, and we take it very seriously. Any violations of this policy will result in an 'F' for the course and a referral to the campus academic integrity committee.