CS 130: Computer Graphics

Syllabus

Fall 2018

General

- Lecture: MWF 6:10-7:00 PM, Chung 143
- Website: `http://www.cs.ucr.edu/~craigs/courses/2018-fall-cs-130/index.html`
- Textbook: Fundamentals of Computer Graphics, by Shirley, Ashikhmin, Marschner

Instructor

- Craig Schroeder
- Office: Chung 309
- Hours: MWF 4:15-5:15 PM, or by appointment
- Email: `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 two programming projects, which must be completed individually. Each project will be submitted three times. The first two are checkpoints, which are 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. (If you see a different grade in iLearn than you expected to see, please contact the instructor. This has happened before. 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 on Piazza.) Extra credit is possible for both projects; instructions on how to take advantage of this will be posted 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. Projects and checkpoints will be submitted on iLearn and are due at 11:59PM.

Exams

This class will include one midterm and a final. The final will be cumulative, but it will be biased towards material after the midterm. There are no make-up midterms or finals; there is simply no fair way to do this. If you know you will not be able to take one of the exams, you will need to make arrangements with the instructor well advance.

Labs

There will be weekly labs. In each lab, you will be given a task to complete. You must demonstrate to the TA that you have completed the assigned task in order to receive credit for it. The labs are intended to be short enough to be completed within the three-hour lab. There are no make-up labs, but the lowest scored lab will be dropped. In case a lab takes longer than expected (or you are unable to attend the lab), you may demonstrate your solution to the TA anytime before the beginning of the next lab (the TA's office hours are a good time to do this).

Piazza

This class has a Piazza page: `http://piazza.com/ucr/fall2018/cs130/home`. This is a great place to ask questions. This is also a good place to seek clarifications or point out mistakes on the project. Chances are good that if you have a question, someone else has the same question. If you need to post code or other solutions to Piazza, please do so privately.

Grading

Your grade will be computed according to the grading scheme below.

Item	Contribution
Labs	10%
Checkpoints	20%
Projects	30%
Midterm	15%
Final	25%

Academic integrity

Cheating is harmful to other students and the academic environment, and we take it very seriously. We will be checking for plagiarism and cheating using an online tool. This tool tests checks submissions against those of other students and code found online, including submissions from prior years, and even when substantial effort is made to disguise the cheating. Any violations of this policy will result in an 'F' for the course and a referral to the campus academic integrity committee.