CS 230: Computer Graphics

Syllabus

Winter 2018

General

- Lecture: MWF 1:10-2:00 PM, MSE 011
- Website: `http://www.cs.ucr.edu/~craigs/courses/2018-winter-cs-230/index.html`
- Textbook: Fundamentals of Computer Graphics, by Shirley, Ashikhmin, Marschner
- Other resources: OpenGL Programming Guide, by Shreiner, The Khronos OpenGL ARB Working Group

Instructor

- Craig Schroeder
- Office: Chung 309
- Hours: MWF 2:00-3:00 PM (after class), 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 three programming projects. The first two projects are to be completed individually. 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. 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 iLearn.

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 10-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 (5-minute) quizzes. These quizzes are intended to be easy 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.

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. 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.