CS 230: Computer Graphics

Syllabus

Winter 2023

General

- Lecture: Tu-Th 9:00 AM 10:30 AM, North District A1010
- Website: http://www.cs.ucr.edu/~craigs/courses/2023-winter-cs-230/index.html
- Textbook: Fundamentals of Computer Graphics, by Shirley, Ashikhmin, Marschner

Instructor

- Craig Schroeder
- Hours: Tu-Th 10:30-11:30 AM (after class), Chung 309, or by appointment
- Email: craigs@cs.ucr.edu

Structure

Website The course website contains the course schedule, topics, and notes. Homework will be distributed and collected through eLearn. Announcements will also occasionally be made through eLearn.

Exams There will be a final exam during the last class.

Homework There will be weekly homework assignments (nine total), which are due on eLearn by end of day Sunday. Most consist of a pencil-paper portion and a programming portion. There are no make-up homework assignments. You have two free late days, which allows you to submit two of the homework assignments one day late without penalty. You may work on homework with a partner, but (1) you must indicate on all files that you modify who your partner is and (2) you may not change your partner during the course.

Grading Your grade will be computed according to the grading scheme below. All students **must** complete the academic integrity quiz in order to receive a nonzero grade for the course.

Item	Contribution
Homework	60%
Final	40%

Academic integrity

Homework may be completed with a partner, but exams must be completed individually. The following are **not allowed** in this course. For the purposes of this course, they are violations of academic integrity. Violations of academic integrity will result in a score of 0 for the relevant assignment **and** a lowering of the

final course grade by one letter grade (e.g., from A to B). In more severe or repeat cases, violations will result in an 'F' for the course and a referral to the campus academic integrity committee.

- Working on homework with another student (other than your partner) or sharing solutions with another student.
- Asking or paying anyone to complete any portion of the course for you.
- Copying or referring to homework solutions, code, or pseudocode from any source (other than course resources such as lecture notes or the course textbook).
- Working on homework in a *public* Github repository (or anything else that results in your work being visible to other students or visible publicly), whether during or after the course. Working in a *private* Github repository is permitted, provided that repository stays private forever and is never shared. If you wish to share your code from this course with potential employers, please do so privately.
- Looking up answers/hints to homework or coding problems online. ("Researching the question.") The Internet is a very useful resource, and there are many reasonable places for it in this course (C++ library reference, as a supplement to lectures, further information on interesting topics, etc.) But there is a fine line between using the Internet as a tool for learning and using the Internet as a tool for cheating. If you are not sure, ask.

The following are explicitly **allowed**.

- Office hours (TA or instructor) are a great resource if you are stuck on a problem or otherwise struggling.
- There are no restrictions on using resources from the course (course textbook, lectures, lecture notes, course website, etc.).
- You may use past exams from this course as study aids. They are publicly available from the course websites from prior quarters.
- There are no restrictions on studying for exams with other students.

If you find yourself struggling in the course, *seek help early*. The longer you wait, the fewer options will be available.

Start homework early, especially coding parts. If you start the night before, your chances of successful completion are slim. Although the coding is not intended to take a long time, the time required for debugging is unpredictable and varies wildly from student to student.