CS 112: Introduction to Computer Graphics
Class Details

- Instructor – Aditi Majumder
  - Office: DBH 4056
  - Email: majumder@ics.uci.edu
  - Phone: 4-8877

- TA
  - Mahdi Abbapour Tehrani: mabbaspo@uci.edu
Class Info

- Course Website

- Questions
  - {majumder, mabbaspo}@uci.edu

- Discussions (Mandatory)
  - TAs will check the noteboard for questions regularly
  - Linked from website

- Labs are optional (way to get TA time)
Course

- Hard, programming intensive course
- If you are taking more than three courses, it will be very difficult!
- Programming in C++
- This course is not about OpenGL
- Learning OpenGL
- Proficiency in Linear Algebra
References

- No Text
- Computer Graphics – Hearn and Baker
  - Most relevant to what is covered in class
- Encourage to read topics from anywhere
  - Web, papers, other books
  - Go to the information rather than information coming to you
Exams

- Three exams
  - Midterm 1: Feb 3 (Wednesday)
  - Midterm 2: Mar 2 (Wednesday)
  - Final: Mar 16 (Wednesday)
    - 1:30pm – 3:30pm
Assignments

- Programming Assignments (4)
  - Mostly on programming *myOpenGL*
  - Later assignments in OpenGL

- Written Assignments (4)
  - Preparing you for written exams
Pop Quizes

- Every Monday
- 5-10 mins in class
- Make sure you get very fundamentals right
- Will help you review your notes regularly
- Will prepare you for your exams
Grading

- Written Assignments – 15%
- Programming Assignments – 30%
- Midterm Exams – 20%
- Pop Quizes – 5%
- Final Exam – 30%
Policies

- No handwritten assignments
- Assignments to be submitted before class (12:30pm) on the due date
  - Anything later than that will be considered late
- Only one late assignment is allowed
  - Maximum 3 days late
  - Subsequent late submission will be penalized by 25%, 50% and 75% deductions, based on how late they are.
Talk About

- Schedule
- Programming Assignment 1