

Instructor Michael Glass
Office 134A Gellersen
E-Mail michael.glass@valpo.edu
Phone 464-5161
Textbook Peter Shirley, *Fundamentals of Computer Graphics*
There will also be additional handouts
Office Hours TBA
Class Web Page <http://www.mglass.org/cs365>
Class Blackboard Page <https://coursevu.valpo.edu>

There are two themes to this class: understanding computer graphics algorithms and the practical use of the OpenGL computer graphics package.

Assignments: There will be approximately ten programming assignments, divided between implementing algorithms and using OpenGL, and some number of written homework assignments.

Exams: There will be one midterm, one final exam,

Grading: 40% for the programs, 25% for each exam, and 10% for the written homeworks.