

Instructor Michael Glass  
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Textbook Edward Angel, *Interactive Computer Graphics*  
There will also be additional handouts  
Office Hours As needed, I am usually around

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

There will be

- Approximately ten programming assignments, divided between: using OpenGL, using other graphics paradigms (such as ray-tracing) and software environments (such as pygames), and implementing algorithms.
- Some number of written homework assignments.
- Quizzes almost every week.
- One midterm exam.
- A final graphics project.

Grading: 35% programs, 15% homework, 15% quizzes, 20% midterm exam, 15% final project.

Since it is a programming class, for a passing grade you need to submit  $n - 1$  working programs regardless of the aggregate score.

Authorized aid: do your own work. Unless otherwise specified it is permissible to learn the material from anywhere and it is permissible to work together and to help each other out, but you must submit your own code and homework.

Programming: code for this class will be written in Python, C, and any other language that is handy. You will have ample opportunity to learn

Quizzes: quizzes will be frequent, they are designed to check that you have been understanding the graphics vocabulary and concepts and exercising the programming concepts.

Exam: the “midterm” exam (it will occur after the middle of the semester) will cover most of the algorithms and concepts of the class.