

CS 420 Introduction

Why are you here?

To understand and apply the foundations of 3D computer graphics

To work with and extend a significant code base

CG is all math, physics, data structures, and algorithms. We won't be getting into the physics aspect.

None of the readings is long, but there's a lot going on. I find it helpful to read, let it sit for a while, and re-read.

Topics:

2D graphics, Hello World 2D

Linear and Affine Transformations

Frames

Hello World 3D

X Quaternions

X Arcball

Depth

Robots and part picking

Materials

Texture Mapping

Syllabus

Schedule -- do your best to stay on schedule

Written assignments -- you may work with one or two peers.

Projects -- partner(s), as stated in handout; responsibilities.

Plagiarism

Exams -- open, questions related to written assignment questions.