

ICS 186A : Computer Graphics

Spring 2002 Tentative Schedule

Prof. Gopi Meenakshisundaram

1-Apr Mon	Introduction, Rendering Pipeline	TUTOR: Prog. Framework
3-Apr Wed	Polygonal Representation	
5-Apr Fri	Transformations (Rot, Scale, Tr, Shear)	Due: Written Assn. 1 (Rrepresentation, Euler)
8-Apr Mon	Transformations (Ortho, Perspective)	TUTOR: OpenGL
10-Apr Wed	Illumination, Shading (Flat, Gouraud)	
12-Apr Fri	Lighting (Phong, Torrence-Sparrow)	Due: Programming Assn. 1 (Transformations)
15-Apr Mon	Lighting	TUTOR: Lighting
17-Apr Wed	Interpolation	
19-Apr Fri	Texture Mapping	Due: Written Assn. 2 (Transformations, Pipeline)
22-Apr Mon	Transformations Revisited	TUTOR:
24-Apr Wed	Projections	
26-Apr Fri	Clipping	Due: Programming Assn. 2 (Lighting)
29-Apr Mon	Line Drawing	TUTOR: Pre-exam Discuss.
1-May Wed	Polygon Scan Conversion	
3-May Fri	Mid term Exam	Due: Written Assn. 3 (Interpolation, Textures)
6-May Mon	Exam Review, Hierarchical Modeling	
8-May Wed	Color	
10-May Fri	Anti-Aliasing	Due: Programming Assn. 3 (Subdivision, Interpolation)
13-May Mon	Visibility Culling	
15-May Wed	Transparency, Translucency, Fog	
17-May Fri	Ray Tracing, Radiosity	Due: Written Assn. 4
20-May Mon	Splines (Rep., Subdivision)	
22-May Wed	Quaternions	
24-May Fri	Blue Matting, Environment Mapping	Due: Programming Assn. 4 (Texture Mapping)
27-May Mon	Bump Mapping, Solid Textures	
29-May Wed	Projective Textures	
31-May Fri	Dithering	Due: Written Assn. 5 (Quaternions, Interpolation)
3-Jun Mon	Review	
5-Jun Wed	Review	
7-Jun Fri	Final Project Demo	Due: Final Project Demo
12-Jun Wed	Final Exam: 8am-10am	