

# CS 112: Introduction to Computer Graphics





# Class Details

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- Instructor – Aditi Majumder
  - Office: DBH 4056
  - Email: [majumder@ics.uci.edu](mailto:majumder@ics.uci.edu)
  - Phone: 4-8877
- TA
  - Mahdi Abbapour Tehrani: [mabbaspo@uci.edu](mailto:mabbaspo@uci.edu)



# Class Info

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- Course Website
  - <http://www.ics.uci.edu/~majumder/cg/cg.htm>
- Questions
  - [{majumder, mabbaspo}@uci.edu](mailto:{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

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- 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

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- 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

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



# Assignments

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- Programming Assignments (4)
  - Mostly on programming *myOpenGL*
  - Later assignments in OpenGL
- Written Assignments (4)
  - Preparing you for written exams



# Pop Quizzes

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- 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

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



# Policies

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- 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

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- Schedule
- Programming Assignment 1