Instructor

- Dr. Wei Zeng
- Email: wzeng@cs.fiu.edu Phone: 305-348-2019
- Office: ECS 357 Hours: Wednesday, 14:00-17:30pm, or by Appointment

Lectures

- Tuesday & Thursday, 9:30-10:45am, ECS 235

Prerequisites

CAP-4710: COP-3337 and MAC-2312 (or equivalents)
CAP-5701: SCIS Graduate Standing

Textbook


Course Objectives

Students will learn OpenGL/GPU rendering pipeline, geometric primitives and representations, texture mapping and surface parameterization, and application examples in game and animation industry.

Topics

- Introduction and Motivation
- Fundamental Mathematics and Geometry
- Graphics Primitives
- Geometric Transformations
- 2D/3D Viewing
- Game and Animation
- Advanced Graphics: Raytracer, Rendering, Texture Mapping, Color Models

Grading Policies

CAP-5701 homework/quizzes/exams will be at a more advanced level.

- Homework (problem sets / programming): 40%
- Quiz (problem sets / report): 25%
- Final exam (project programming / presentation): 30%
- Participation: 5%