Instructor
- Dr. Wei Zeng
- Email: wzeng@cs.fiu.edu  Phone: 305-348-2019
- Office: ECS 357  Hours: Wednesday, 1:00-5:00PM, or by Appointment

Lectures
- Tuesday & Thursday, 2:00-3:15PM, ECS 136

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%
- Midterm (presentation): 25%
- Final Exam (project programming / presentation): 30%
- Participation: 5%