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 145

Prerequisites

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

Textbook


Course Objectives

Students will learn OpenGL rendering pipeline, geometric primitives and representations, texture mapping and surface parameterization, and application examples.

Topics

Introduction and Motivation
Fundamental Mathematics and Geometry
Graphics Primitives
Geometric Transformations
2D/3D Viewing
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%