




# CSIS 4466: Computer Graphics

## Course Overview

# A few things first...

- Hand-out syllabus
- Brief introductions
- Course Objectives
  - Introduction to 2D and 3D graphics concepts
  - Learning math and theory of computer graphics
  - Learning 2D and 3D modeling and rendering
  - Developing skills in Java 2D and 3D APIs
- Textbook: Computer Graphics Using Java 2D and 3D, by Zhang and Liang



# Pre-requisites

- Required:

- CSIS 2102: Programming and Problem Solving II (or equivalent programming background)
- MATH 2215: Calculus I

- Recommended (but not required):

- MATH 2216: Calculus II

- Highly Useful (but not required):

- MATH 3323: Linear Algebra

# Grading

- Exam 1: 15%
  - Exam 2: 15%
  - Programming & problem sets: **65%**
  - Participation: 5%
- Scale:
    - 90+ A
    - 80+ at least a B
    - 70+ at least a C
    - 60+ at least a D
  - These ranges can be adjusted downward to account for harder than anticipated exams, etc
  - + and – may be used at the extreme top of each range

# Exams

- Exam 1: from day 1 to exam day
- Exam 2: post-exam1 to exam2
  
- Make-up exams:
  - Except for rare circumstances, there won't be any
  - Exception: If you miss an exam with appropriate excuse (e.g., documented medical reason),
  - No acceptable excuse => grade of 0 for missed exam



# Exams

- Open Book
- Open Notes



# Homework Assignments

- Most significant part of your grade
- Two types:
  - Programming assignments
  - Sets of problems related to course material



# Programming Assignments

- Can either work independently or as a team of two
- We'll be using the Java language
  - More specifically the Java 2D and 3D APIs
- Due by midnight the day due electronically in Blackboard





# Other Homework Assignments

- Sets of problems on various topics
- Must work independently
- Due by the start of class on the day due on paper

# Lateness Policy

- Less than one week late:
  - 50% off assignment grade
- One week or longer late:
  - 0
- First Late Assignment Policy
  - **First time only**
  - If less than one week late, penalty waived
  - If less than two weeks late, penalty reduced to 50% off



# Academic Honesty

- Familiarize yourself with Stockton's policy

# Tools we will be using

- Java JDK 6.0 (it's installed in all of the labs)
  - The Java webpage at Sun: <http://java.sun.com/>
    - Many useful resources here.
  - The download page:  
<http://java.sun.com/javase/downloads/index.jsp>
    - You want the JDK 6.0 version.
- Java 3D API
  - <http://java.sun.com/products/java-media/3D/download.html>