CSC 370 Spring 2019 Schedule

Week 1 : Jan. 14-18
– Graphics overview   – PA 0: Bayer Filter assigned
– Image formation
– Vector/matrix operations
– Graphics pipeline

Week 2 : Jan. 21-25
– Setting up OpenGL   – No Monday Class
– 2D graphics   – PA 0: Bayer Filter due

Week 3 : Jan. 28-Feb. 1
– Interpolation   – PA 1: Interpolation assigned
– Matrices
– Transformations

Week 4 : Feb. 4-8
– Camera models & viewing   – PA 1: Interpolation due

Week 5 : Feb. 11-15
– Input and interaction   – PA 2: Input assigned
                                   – Test 0

Week 6 : Feb. 18-22
– 3D model representation

Week 7 : Feb. 25-Mar. 1
– Lighting & shading   –PA 2: Input due

Week 8 : Mar. 4-Mar. 8
– Lighting & shading   – Test 1

Spring Break: Mar. 11-15, No Class

Week 9 : Mar. 18-Mar. 22
– Texture mapping   – PA 3: Lighting assignment given

Week 10 : Mar. 25-Mar. 29
– Animation   – PA 3: Lighting assignment due
– Particle systems   – PA 4: Particle assignment given

Week 11 : Apr. 1-Apr. 5
                                   – PA 3: Particle assignment due
                                   – Final project pitches

Week 12 : Apr. 8-Apr. 12
– Curves
– Surface Representation
– Smoothing

Week 13 : Apr. 15-Apr. 19
                                   – No Friday Class
                                   – Final project progress presentations

Week 14 : Apr. 22-Apr. 26
– Color systems
– Visual perception

Week 15 : Apr. 29-May 1
                                   – Test 2

Final Exam Meeting Time: May 6, 11:30-2:30. Bear 165.