



# CSC 370: Computer Graphics

9:00 a.m. - 9:50 a.m.  
CIS 1012 Monday, Wednesday, Friday

**Eric Patterson, Ph.D.**

<http://people.uncw.edu/patterson/e/370>

CIS 2031, Office Hours 10:00 a.m.-12:00 p.m. MWF, or by appointment.

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## Course Description:

Detailed study of two-dimensional graphics and introduction to issues from three-dimensional graphics. Graphics hardware and applications. Study of graphics primitives in two dimensions: lines, attributes, windowing, clipping, transformations. Overview of other topics: three-dimensional transformations, modeling, color science, rendering.

## Required Materials:

*OpenGL SuperBible* (4th ed.) by Wright, Lipchak, and Haemel

Recommended Texts: *OpenGL Programming Guide and OpenGL Reference Manual* (older versions are available online, however)

## Grades:

Homework Assignments	25%
Quizzes and Tests	30%
Projects	45%

## Class Policies

Quizzes and tests will cover materials presented in class, whether lecture, video, tutorial, etc., as well as material from the required text or other readings. Quizzes may include written questions and/or practicum.

General computer literacy is required for this course. Plan carefully to complete homework and projects in a timely manner. Late work will be reduced in grade by 5 points each day. There are no make-up quizzes. Please contact me in advance, if possible, if you must miss any graded work.

Unless special circumstances are involved, more than three absences will result in class failure. Students are individually responsible for keeping current with course material and assignments, and all work is to be completed individually unless otherwise noted.

Class announcements supersede posted material.

Academic honesty in all your work is required for a passing grade.

This syllabus may be subject to change with reasonable notice.