Comp 370 - Computer Graphics
Fall 2014
Course Syllabus

Instructor: Brian J. Shelburne
Office: 329-E Science x7862 bshelburne@wittenberg.edu
Class Meetings: MWF - 8:00 – 9:00 Rm 261 BDK Science
Office Hours: see web-site

Course Web Page: http://userpages.wittenberg.edu/bshelburne/Comp370HomePage.htm

Course Objectives:

1. To learn and understand the *mathematics* used in computer graphics
2. To learn and understand the *algorithms* used in computer graphics
3. To implement the above in 2D and 3D graphics applications using C++ OpenGL

To this end I expect to cover much of the material in Chapters 2 – 10, 16, 17, 19, and 20.

Grading: I will use a 100 percent scale. The course grade will be determined as follows

1. Programming Assignments 50%
2. Two In-class Tests each 15% 30%
3. Final Graphics Project 20%

I use the standard 90% - 80% - 70% - 60% scale to assign letter grades of A - F.

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2. Two In-class Tests each 15%  30%
3. Final Graphics Project  20%

I use the standard 90% - 80% - 70% - 60% scale to assign letter grades of A - F.

Class Attendance Extra Credit: Students are expected to attend all classes. To encourage this, if no more than three lecture classes are missed, a 2% bonus will be given as extra credit.

Pledged Programming Assignments make up 50% of the course grade. Therefore all work must be your own (you are NOT allowed to consult with anyone except me!) and must carry the signed statement.

I affirm that my work upholds the highest standards of honesty and academic integrity at Wittenberg and that I have neither given nor received unauthorized assistance.

Anyone who engages in academic dishonesty which includes giving or receiving unauthorized assistance on a programming assignment will receive at minimum a zero (0) for the assignment.

There is a very large and intense programming aspect to this course; one to two graphics based programming projects will be assigned each week. Over the course of the semester there will be over 20 programming assignments worth a variable number of points depending on difficulty.

One-Time Test Retake: If you do poorly on one test (< 70%) you can redo the same test as a take home. The test grade earned will be the average of the in-class test and the take home retake. For example if you make a 50% on the in class test and a 100% on the take home retake, your grade for that test will be 75%.

1. You may only do this only once!
2. You are not allowed to consult with anyone on the retake. This especially applies to other class members and math workshop tutors. You may make free use of your text book, class notes, class handouts, course website materials and/or programming assignments but no other sources. Think serious about Wittenberg’s Code of Academic Integrity!
3. You will have one week to complete the take home test (but you may hand it in early). Do not need to hand in the original in-class test. I strongly suggest not looking at the old test but to treat the retake as a completely new test.

4. Since time is not a factor for the take-home retake, grading will be stricter. Therefore it is strongly suggested that you do not copy correct answers from the in-class test to your take home retake as grading will be stricter. Redo each question.

5. If you elect to retake a test you must contact me within 24 hours of the time a return the test so that I can give you a clean copy for the retake.

6. Obviously this offer is not valid for the final exam.

Final Graphics Project: In place of a final exam there will be a final programming project due at the time of the normally scheduled final exam. The choice of the project is up to you; hopefully something you find interesting (be creative). Projects will be presented to the rest of the class during the final exam time period (3:30 – 6:30 PM Thursday, December 18). Peer-reviews for each project will be used in determining the grade for the final project.

Classroom Behavior: Over the years a couple or three things began happening in class that really bug me! So I'm going to request that you do the following

1. Please - Switch off your cell phones and no texting in class!

2. No surfing the web!

3. Please - don't get up in the middle of class to visit the water fountain or the rest room - unless it is ABSOLUTELY NECESSARY

Thank you!

Course Web Site (including Weekly Syllabus): Go to

http://www4.wittenberg.edu/academics/mathcomp/shelburne/Comp370/

or go the Computer Science Program: Department of Mathematics and Computer Science web site

http://www4.wittenberg.edu/academics/mathcomp/computer_science/

and click on the Resources: Course Web Sites link on the left panel to find links to course home pages for all Currently Offered Courses – Spring 2013.

Note to Students with Disabilities: Please be aware that Wittenberg University is committed to providing reasonable accommodations for students with documented disabilities. If you are eligible for course accommodations due to a disability, you need to register with the Academic Services Office located in room number 206 in Recitation Hall. Early identification at the start of the term is essential to ensure timely provision of services. If you have questions or would like more information about services for students with disabilities, please contact John Harrelson, Disability Services Coordinator, 206 Recitation Hall, extension 7958, or by e-mail at harrelsonj@wittenberg.edu.