

## 3D Graphics Programming

- **Instructor :**
  - Ming-Te Chi(紀明德), Assistant Professor
  - Mail : [mtchi@cs.nccu.edu.tw](mailto:mtchi@cs.nccu.edu.tw)
  - Office : 大仁 200213
  - Office hours: Tuesday Am10:00~12:00
  - Tel: ext. 62773
- **Class time:** Monday 567
- **Classroom:** 大仁 200102
- **TA:**
  - 王裕炫、詹毓君, 大仁 200304, ext:62329
- **Pre-requisites:**
  - Computer programming skills in C or C++
- **Grading:**
  - Homework (30%)
    - Basic OpenGL project
    - 2D game project
    - 3D hierarchy transformation
    - Shading
    - GPU programming
  - Midterm Exam (30%)
  - Final Project - 3D game project (40%)
  - Class Participation (bonus)
- **Text book:**
  - **OpenGL SuperBible: Comprehensive Tutorial and Reference, 4/e.** by Richard S. Wright, Benjamin Lipchak, Nicholas Haemel
- **Reference:**
  - **OpenGL Programming Guide: The Official Guide to Learning OpenGL, Version 2.1, 6/e,** by OpenGL Architecture Review Board, Dave Shreiner, Mason Woo, Jackie Neider
- **Course webpage:**
  - <http://www.cs.nccu.edu.tw/mtchi/3d08>