

Computer Graphics 2009

- Instructor
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 - Office : 大仁 200213
 - Office hours: Tuesday Am10:00~12:00
 - Tel: ext. 62773
- Class time: Wednesday D56 (PM: 1:10~4:00)
- Classroom: 大仁 200106
- Pre-requisites
 - Computer programming skills in C or C++
 - Basic concepts of data structures and Simple Linear Algebra
- Grading
 - Homework (3 programs)
 - 3D wireframe viewer (10%)
 - Hidden Surface Removal (15%)
 - Gouraud & Phong shading (10%)
 - Midterm Exam (30%)
 - Final Project (35%)
 - Class Participation (bonus)
- Text book
 - **Interactive Computer Graphics: A Top-Down Approach Using OpenGL, 5/e** by Edward Angel
- Reference
 - **OpenGL Programming Guide: The Official Guide to Learning OpenGL, Version 3.0, 7/e**, by OpenGL Architecture Review Board, Dave Shreiner, Mason Woo, Jackie Neider
 - **Computer Graphics Using OpenGL** (3rd Edition) by Francis S Hill Jr.
 - **Real-Time Rendering**, Third Edition. by Tomas Akenine-Moller, Eric Haines, Naty Hoffman
 - **<http://www.opengl.org>**
- Course webpage:
 - <http://www.cs.nccu.edu.tw/~mtchi/cg09>