

3D Game Programming 2017

- **Class time:** Tuesday **D56** (PM: 1:10~4:00)
- **Classroom:** 大仁樓 **106** 教室
- **Instructor:**
 - Ming-Te Chi (紀明德), Associate Professor
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 - Office: 大仁 200213
 - Office hours: Monday Am10:00~12:00
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- **TA:**
 - 大仁樓 200207 電腦圖學實驗室
- **Pre-requisites:**
 - Computer programming skills (ex: C/C++)
- **Grading:**
 - **(30%) Homework and labs**
 - 2D game project
 - 3D scene with transformation
 - Unity game
 - **(30%) Proposal, checkpoints, and exam**
 - **(30%) Final Project - 3D game** (teamwork, 2~4 members)
 - **(10%) Class Participation**
- **Reference:**
 - Unity3D 遊戲設計實例講堂。賴祐吉、姚智原。旗標出版社。2014
 - **OpenGL SuperBible: Comprehensive Tutorial and Reference, 7/e.** by Graham Sellers, Richard S Wright, Nicholas Haemel. 2015
 - **The Art of Game Design: A book of lenses.** by Jesse Schell. 2008
 - [OpenGL Programming Guide: The Official Guide to Learning OpenGL](#), Version 4.3, 8/e. 2013
- **Course webpage:**
 - <http://www.cs.nccu.edu.tw/~mtchi/course/3d17>
- **e-mail title example**
 - [3d17] Hw1 question