

Computer Graphics 2016

- Class time: Wednesday D56 (PM 1:10~4:00)
- Classroom: 大仁樓 200106
- Instructor
 - Ming-Te Chi(紀明德), Associate Professor
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 - Office : 大仁樓 200213
 - Office hours: Monday am 10:00~12:00
 - Tel: ext. 62773
- Pre-requisites
 - Computer programming skills in C or C++
 - Basic concepts in data structures and Linear Algebra
- Grading
 - (30%) **Homework**
 - Ray tracer
 - 3D wireframe viewer
 - Hidden Surface Removal
 - Gouraud & Phong shading
 - (30%) **Midterm Exam**
 - (40%) **Final Project**
 - (bonus) **Class Participation**
- Text book
 - **Fundamentals of Computer Graphics, 4/e.** by Peter Shirley, Steve Marschner. A K Peters. 2015
 - **Interactive Computer Graphics: A Top-Down Approach Using OpenGL, 6/e** by Edward Angel. 2011
- Reference
 - **OpenGL Programming Guide: The Official Guide to Learning OpenGL, Version 4.3, 8/e,** by OpenGL Architecture Review Board, Dave Shreiner, et. al. 2013
 - **Computer Graphics Using OpenGL** (3rd Edition) by Francis S Hill Jr. 2006
 - **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/course/cg16/>
- Email title example:
 - [cg16] Hw1 questions

