

US Naval Academy: SI460 Computer Graphics - Syllabus - Spring 2009
Asst Prof David J. Stahl

Wk	Dates (2009)	Topic/Event	Associated Lab
1	1/07	Overview; OpenGL	Lab 01: OpenGL/GLUT programs
2	1/12 1/14	GLUT programming Points, lines and polygons	Lab 02: GLUT callbacks Lab 03: OpenGL geometry
3	1/21	Keyboard input	Lab 04: Keyboard input
4	1/26 1/28	Coordinate systems, 2D viewing Mouse input, double buffering	Lab 05: 2D viewing Lab 06: Mouse and double-buffering
5	2/02 2/04	2D viewing & transformations Aspect ratio, menus, quadrics	Lab 07: 2D transformations Lab 08: Menu input
6	2/09 2/11	Stroke text GLUI user-interface elements	Lab 09: Stroke text Lab 10: GLUI widgets
7	2/18	EXAM #1, Project #1 due	(none)
8	2/23 2/25	Display lists Picking	Lab 11: Display lists Lab 12: Picking and selection
9	3/02 3/04	Texture 3D viewing	Lab 13: 2D texture Lab 14: 3D viewing
10	3/09 3/11	Visible surfaces Lighting and shading I	Lab 15: Hidden surface removal Lab 16: Lighting and shading
	3/16 - - 3/20	Spring Break	
11	3/23 3/25	Lighting and shading II	Lighting and shading II
12	3/30 4/01	EXAM #2 Project #2 due	Project #2 work
13	4/06 4/08	Curves I	Lab 18: Curves
14	4/13 4/15	Curves II	Lab 19: Curves
15	4/20 4/22	SEIC papers due "The Story of Computer Graphics"	SEIC presentations (Documentary movie)
16	4/27	EXAM #3 SOFS	(none)