

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	1/20 1/21	Keyboard input Coordinate systems, 2D viewing	Lab 04: Keyboard input Lab 05: 2D viewing
4	1/26 1/28	Mouse input, double buffering 2D viewing & transformations	Lab 06: Mouse and double-buffering Lab 07: 2D transformations
5	2/02 2/04	Aspect ratio, menus, quadrics Stroke text	Lab 08: Menu input Lab 09: Stroke text
6	2/09 2/11	GLUI user-interface elements EXAM #1, Project #1 due (2/12)	Lab 10: GLUI widgets Lab 11: (project work)
7	2/18	Display lists	Lab 12: Display lists
8	2/23 2/25	Picking Texture	Lab 13: Picking and selection Lab 14: 2D texture
9	3/02 3/04	3D viewing Visible surfaces	Lab 15: 3D viewing Lab 16: Hidden surface removal
10	3/09 3/11	Lighting and shading I Lighting and shading II	Lab 17: Lighting and shading I Lab 18: Lighting and shading II
	3/16 - - 3/20	Spring Break	
11	3/23 3/25	Lighting and shading III (project work)	Lab 19: Lighting and shading III Lab 20: (project work)
12	3/30 4/01	(project work) EXAM #2, Project #2 due (4/02)	Lab 21: (project work) Lab 22: (project work)
13	4/06 4/08	Curves I Curves I	Lab 23: Curves I Lab 24: Curves I
14	4/13 4/15	Curves II Curves II	Lab 25: Curves I Lab 26: Curves I
15	4/20 4/22	SEIC presentations; papers due "The Story of Computer Graphics"	Lab 27: (project work) Lab 28: (project work)
16	4/27	EXAM #3	Lab 29: SOFS