Course Information
- Course web page is main resource
  - updated often, reload frequently
- Newsgroup is ubc.courses.cpsc.414
  - note old course number still used
  - readable on or off campus
  - (no WebCT)

Reggrading
- To request assignment or exam regrade
  - give me paper to be regraded, and also in writing
  - what problem you're disputing
  - detailed explanation why you think grade was wrong
  - I will not accept until next class after solutions handed out
  - I may regrade entire assignment
  - thus even if I agree with your original request, your score may nevertheless end up higher or lower

Teaching Staff
- Instructor: Tamara Munzner
  - tmm@cs.ubc.ca
  - Office hrs in IICICS/CS 011
  - Wed/Fri 11-12
  - or by appointment in X661
- TAs: Matt Baumann, Gordon Wetzstein
  - mbaumann@cs.ubc.ca
  - wetzste1@cs.ubc.ca
  - Use newsgroup, not email, for all questions that other students might care about

Other Courses
- CPSC 424: Geometric Modeling
  - Offered this year
- CPSC 426: Computer Animation
  - Offered next year
- CPSC 514: Image-based Modeling and Rendering
- CPSC 526: Computer Animation
- CPSC 533A: Digital Geometry
- CPSC 533B: Animation Physics
- CPSC 533C: Information Visualization
- CPSC 530P: Sensorimotor Computation

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Learning OpenGL
- This is a graphics course using OpenGL
  - Not a course "on" OpenGL
- Upper-level class: learning APIs mostly on your own
  - Only minimal lecture coverage
    - Basics, some of the tricky bits
  - OpenGL Red Book
  - Many tutorial sites on the web
    - Nehe.Gamedev.net

Other Graphics Courses
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Required Reading
- Fundamentals of Computer Graphics
  - Peter Shirley, AK Peters, 2nd edition
- OpenGL Programming Guide, v 1.4
- OpenGL Architecture Review Board
  - V 1.1 available for free online
- Readings posted on schedule page

Citation
- Cite all sources of information
  - What to cite
    - Study group members, books, web sites
    - Where to cite it
      - README for programming projects
      - End of writeup for written assignments
  - http://www.ugrad.cs.ubc.ca/~cs314/Vmay2005/policies.html#plag

Labs
- Attend one lab per week
  - Tue 1-2, Thur 10-11 (Matt Baumann)
  - Fri 12-1 (Gordon Wetzstein)
- Mix of activities
  - Example problems in spirit of written assignments and exams
  - Help with programming projects
  - No deliverables (unlike intro classes)
  - Strongly recommend that you attend

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Modelling Transformation: Object Placement

Viewing Transformation: Camera Placement

Perspective Projection

Depth Cueing
Depth Clipping

Colored Wireframes

Hidden Line Removal

Hidden Surface Removal

Per-Polygon Shading

Gouraud Shading

Specular Reflection

Phong Shading

Curved Surfaces

Complex Lighting and Shading

Texture Mapping

Displacement Mapping

Reflection Mapping

Modelling
- generating models
  - lines, curves, polygons, smooth surfaces
  - digital geometry

Animation
- generating motion
  - interpolating between frames, states

Readings
- today
  - FCG Chap 1
- Wed
  - FCG Chap 2
    - except 2.5.1, 2.5.3, 2.7.1, 2.7.3, 2.8, 2.9, 2.11.
    - FCG Chap 5.1-5.2.5
      - except 5.2.3, 5.2.4
- Fri
  - RB Chap Introduction to OpenGL
  - RB Chap State Management and Drawing Geometric Objects
  - RB App Basics of GLUT (Aux in v 1.1)