



University of British Columbia
CPSC 314 Computer Graphics
Jan 2016

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Intro II

Week 1, Wed Jan 6

<http://www.ugrad.cs.ubc.ca/~cs314/Vjan2016>

Outline

- finish: structure/logistics
- discuss: CG or photo

Structure and Logistics, Cont.

Learning WebGL/Javascript

- this is a graphics course using WebGL
 - not a course *on* WebGL
- upper-level class: learning APIs is mostly self-directed
 - only minimal lecture coverage
 - basics, some of the tricky bits
 - some tutorials during labs
 - many online resources
 - entire books, many tutorial sites on the web

Working in Teams

- teams up to 2 people for projects 1-3 (or solo)
- teams up to 3 people for project 4 (or solo)
- study groups of up to 4 people for theory homework

- do not just split up work and do only your part!
 - you must **each** understand everything on theory homeworks to pass exams
 - you must **each** be able to explain all low-level code and high-level algorithms in F2F demos

Citation

- cite all sources of information besides instructor/lecture, TAs, books, team members
 - what to cite
 - discussions with non-team members, books, ideas/code from online resources
 - where to cite it
 - README for programming projects
 - end of writeup for theory homeworks

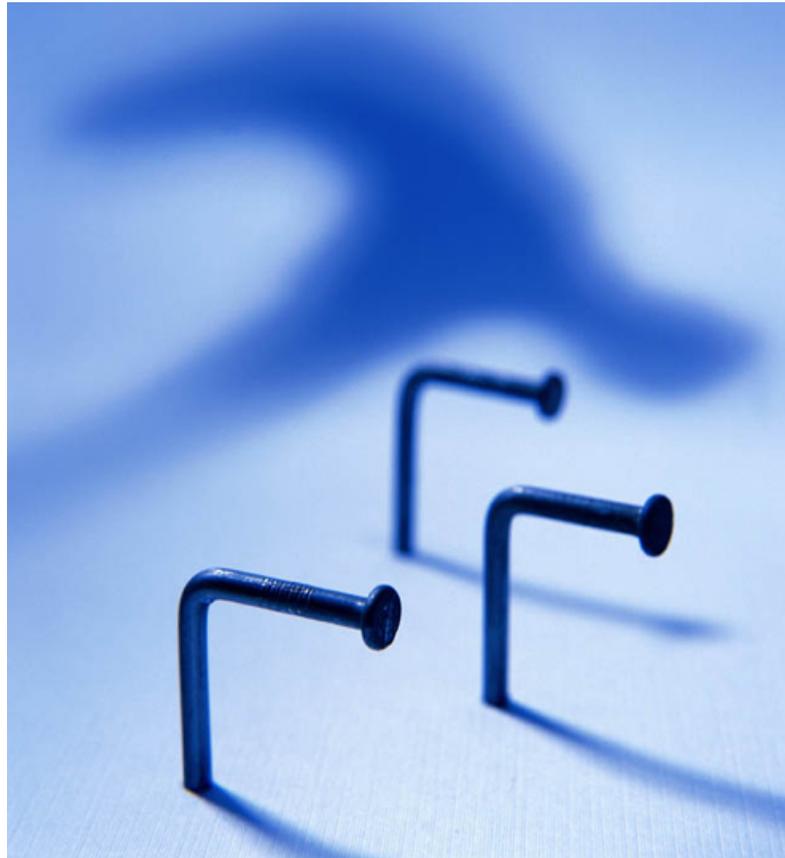
Plagiarism and Cheating

- <http://www.ugrad.cs.ubc.ca/~cs314/Vjan2013/cheat.html>
- don't cheat, I will prosecute
 - insult to your fellow students and to me
- programming and homework can be done in teams
 - also encouraged to use the many online resources
 - but don't just copy code blindly
 - discussions beyond team: one-hour context switch rule
- during face-to-face demo, you **each must** be able to explain
 - how code works at low level
 - how algorithms work at high level
 - or no credit for that material and possible prosecution
- you'll submit statement that you've read and understood policy before we mark your work
 - as part of Lab 0 next week

CG or Photo?

CG or Photo?

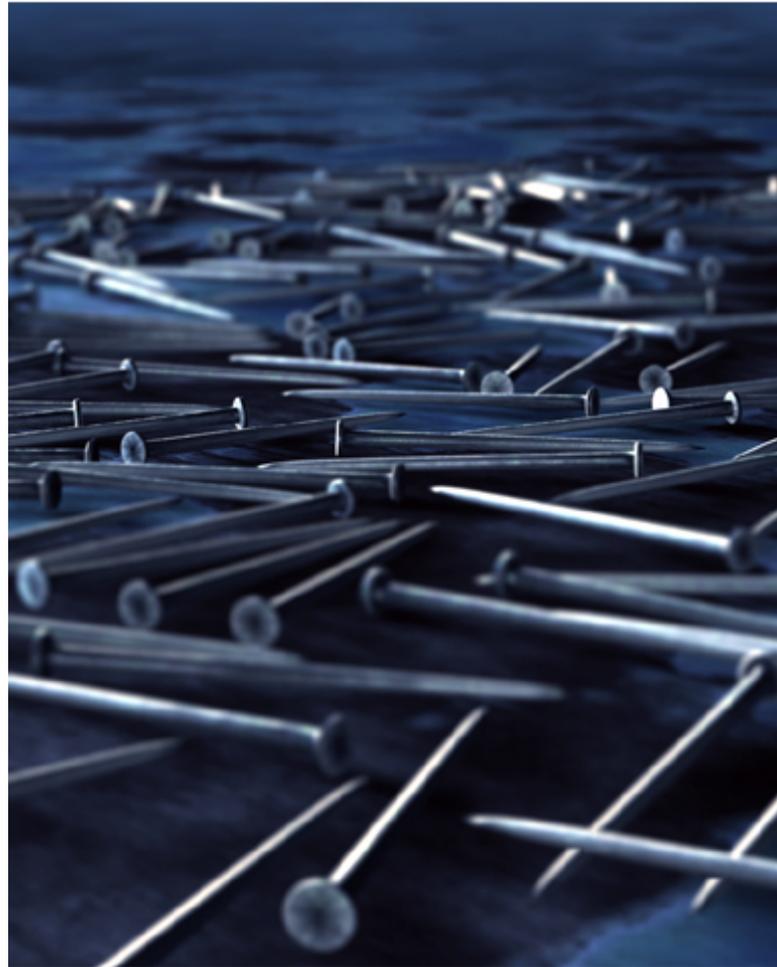
1



Fake or Foto version 1, originally from www.alias.com

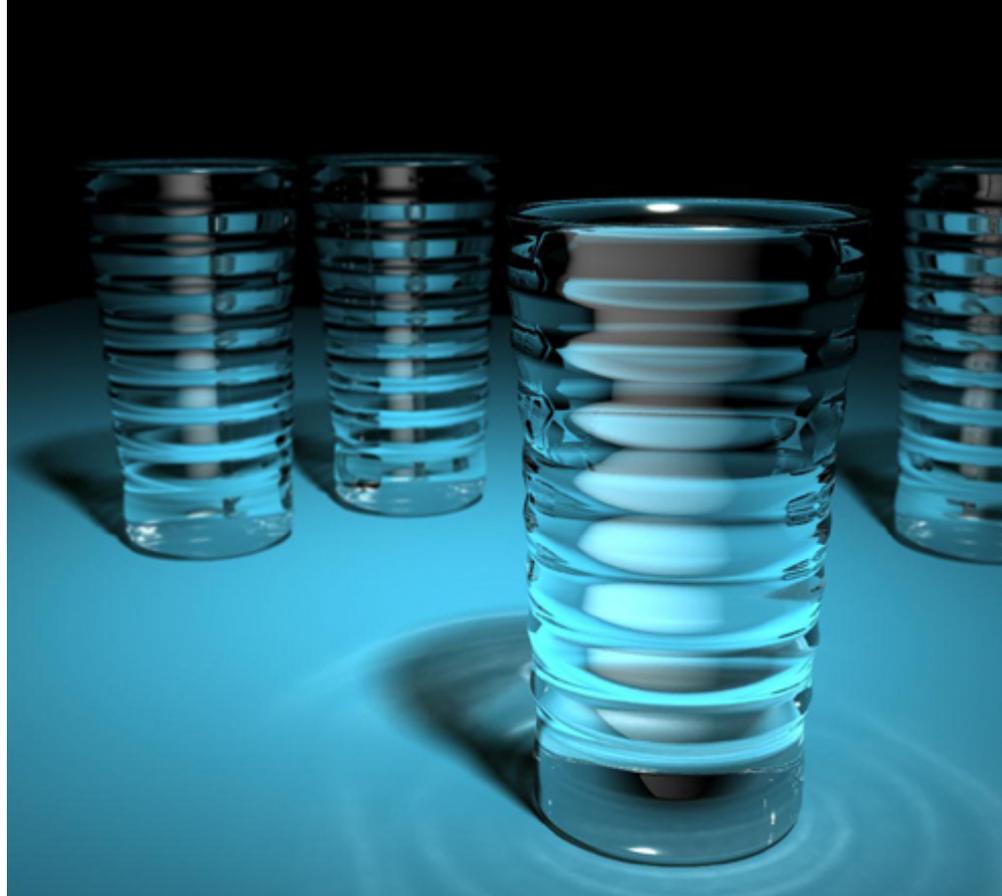
CG or Photo?

2



CG or Photo?

3



CG or Photo?

4



Group Discussion

- break into 12 groups
 - soundoff: number (1-12), your name
- discuss your group's picture in depth: 8 min
 - <http://www.ugrad.cs.ubc.ca/~cs314/slides/fakeorfoto>
 - reasons **why** you think it's CG vs a photo
 - appoint 2 people to report back to class
 - majority view
 - minority view (if consensus not reached)
- report backs: 1-2 min each
 - plus brief followup from me

Credits

- <http://area.autodesk.com/fakeorfoto>
 - Fake or Foto, v6