Course Information

Text:

Foley, vanDam, Feiner, and Hughes (1997)
Computer Graphics: Principles and Practice
(second edition in C), Addison-Wesley.

The text was selected as a comprehensive reference, as a suppliment to classroom lectures and discussions, and for access to graphics modeling code. C code for all platforms is available at:

http://www.aw.com/cseng/authors/foley/compgrafix/compgrafix.sup.html

See page 1175 of the text.

The text contains enough material for a year course in Computer Graphics. During the first week of class, we will select the chapters from the text that will form this course.

Evaluation:

Available grades:
non-completion: Incomplete, Withdraw, etc.
completion: A A- B+ B B- C+   (C+ is equivalent to failing)

I will provide three choices of grading structure to each student. Every student must choose one (and only one) of the options by 4/15/99, and notify me in writing as to his/her choice.

Grading Options:
1. Performance Quality: work on assigned readings and exercises
2. Grading Contract: specify a set of behaviors and an associated grade.
3. Negotiation: student and instructor decide upon a personalized grade.