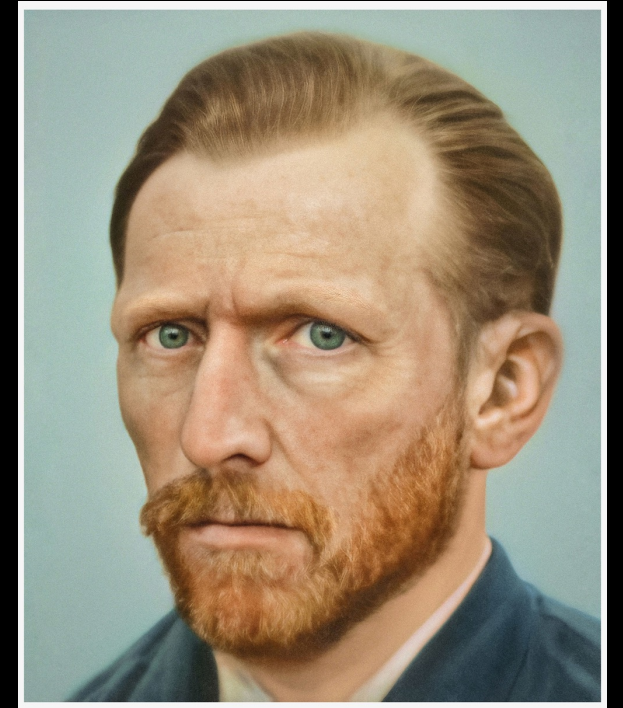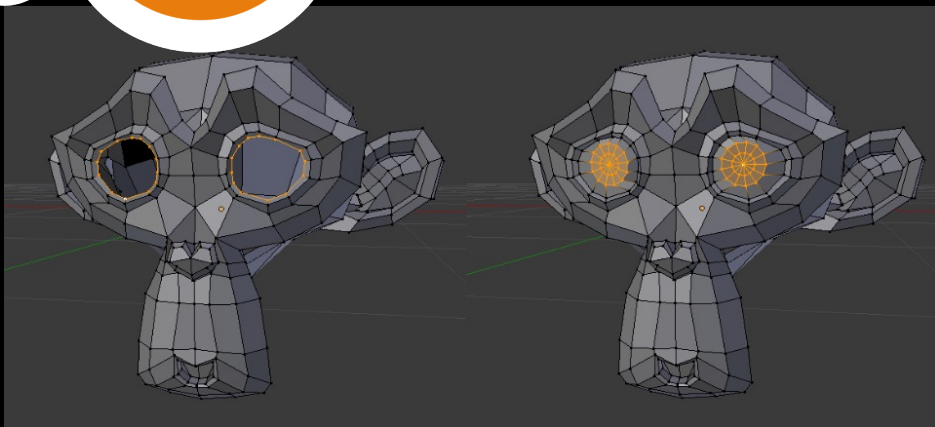# COMPUTER GRAPHICS

CS300

WHAT IS COMPUTER GRAPHICS?

A field of computing "concerned with all aspects of producing pictures or images using a computer."

- Your Textbook

DIGITAL ART

via Bas Uterwijk

MOVIES

Star Wars: Rogue One

Avengers: Endgame

Coco

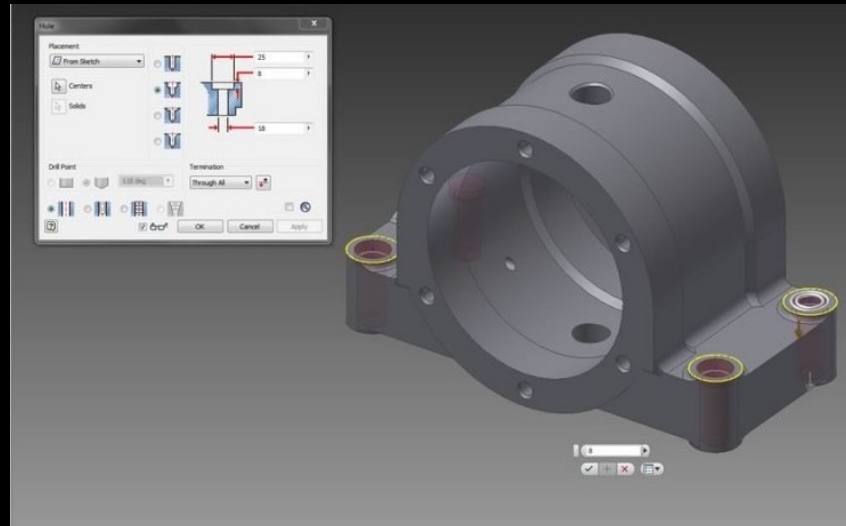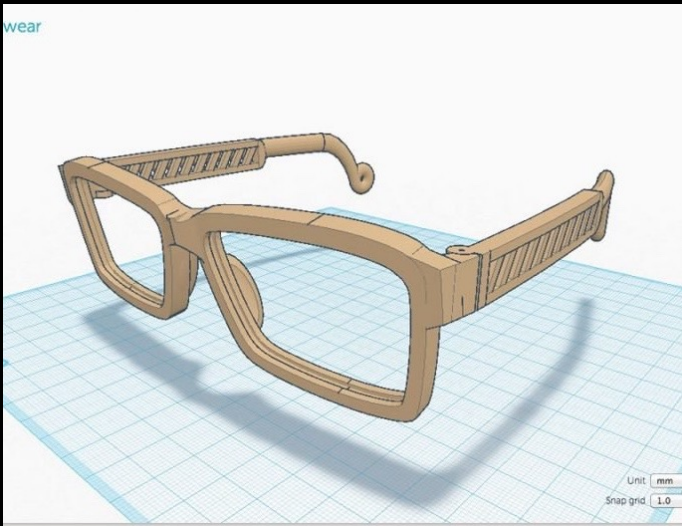# VIDEO GAMES

Minecraft

Fortnite

Doom: Eternal

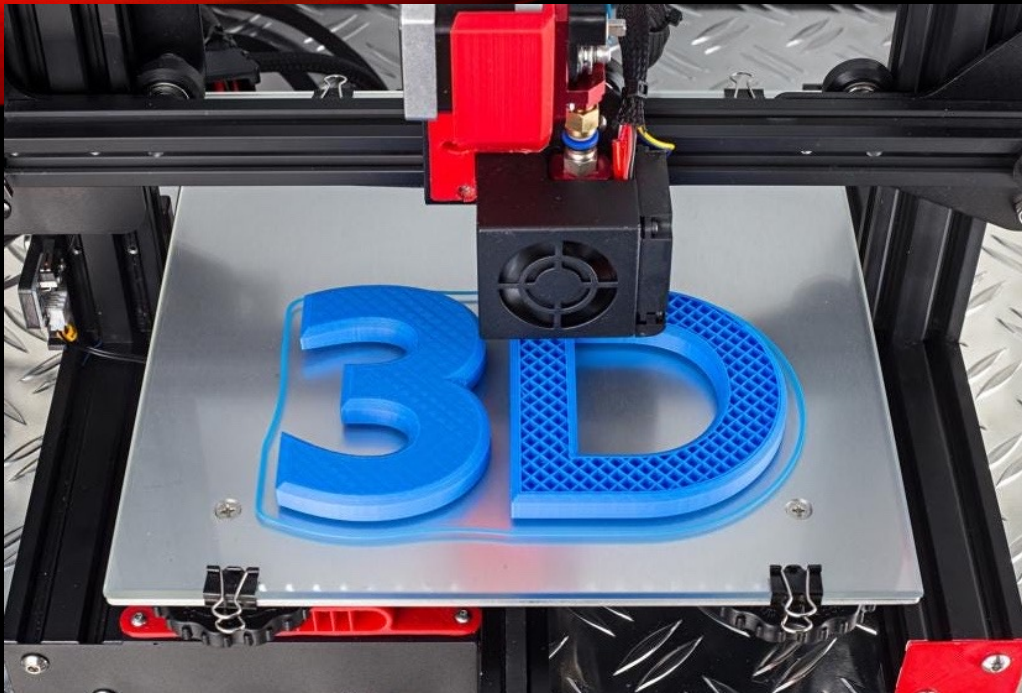## Animal Crossing: New Horizons

3D PRINTING/CAD

COOL! WHAT WILL WE DO?

- Low Level
  - Learn how to 2D and 3D images are generated using WebGL
  - Understand the concept of a graphics pipeline architecture
  - Develop representations and transformations for objects in our scenes

- High Level
  - Gain familiarity with Unity, a popular 3D graphics framework
  - Create more advanced 3D applications

INTRODUCTION

- Drew Guarnera (He/Him/His)
  - (Droo Gwa-nair-a)

- Fast Facts!
  - 2nd Year at The College of Wooster
  - Research area is Software Engineering
 - ♥ Video Games and Music

CONTACTING ME

- Direct Message on MS Teams
- Post a question in the **Discussion** channel on MS Teams
- Email: dguarnera@Wooster.edu
- Office: Taylor Hall 313
  - Drop-in Office Hours: Mon/Wed/Fri @ 2pm – 2:50pm
  - Bookable Office Hours: Thurs 9am - 10:30am
  - Doesn't fit your schedule…let me know!
  - College Masking Policy Applies

COURSE INFORMATION

- Mon/Weds/Fri @ 1:00pm-1:50pm in Taylor Hall 200
- Textbook
  - *Interactive Computer Graphics: A Top Down Approach with WebGL, Seventh Edition* by Edward Angel and David Shreiner (ISBN: 0133574849)

  - Bookstore, Amazon (R: $29.91, O: $46.65+)
  - Having trouble getting a copy…let me know!
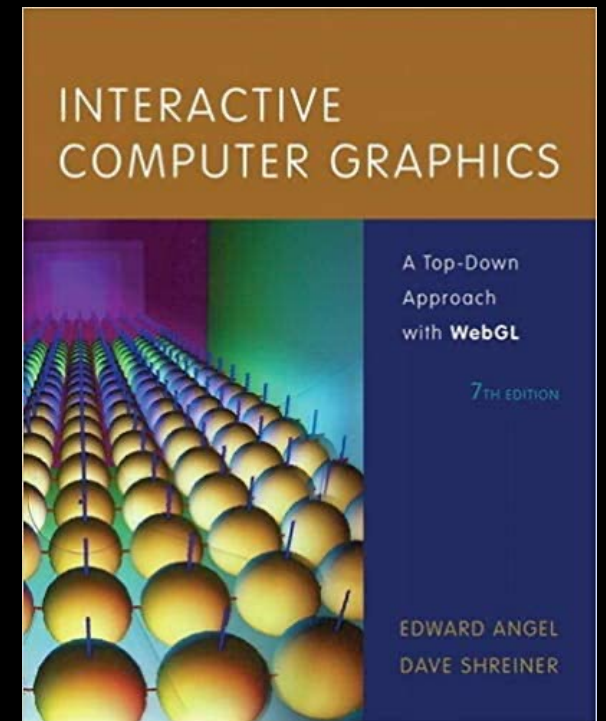
COURSE COMMUNICATION

- Course Website - http://csweb.wooster.edu/dguarnera/cs300/
  - Assignment details, presentations, supporting links and resources, course schedule, and contact information.
- Teams
  - *Discussion* Channel for question and answers (via myself or classmates)
  - *General* Channel for announcements about the class (I will @ the class group so you should receive an email notification as well).
- Moodle
  - Primarily used for recording grades and facilitating any examinations.
- Email
  - Our assignment submission system git-keeper sends notifications about assignments via email. I announce (in-person or virtually) when assignments should be available to remind you to check your inboxes.

COURSE ASSESSMENT

- Categories:
    - 5% Engagement – See syllabus for complete list of activities that count
    - 15% Labs – Focused activities (in-class or out of class)
    - 40% Projects – Medium to large scale assignments (out of class)
    - 15% Midterm Exam
    - 20% Final Project – Large scale assignment (writing and software)

- Grading Scale

A	A-	B+	B	B-	C+	C	C-	D	F
>=93	92-90	89-87	86-84	83-80	79-77	76-74	73-70	69-60	< 60

All assignments are to be completed individually unless indicated explicitly as group work.

LATE WORK

- From the moment a due date/time has passed for an assignment it is considered late.

- Late work will be assigned an immediate 30% penalty

- If the work is not turned in by the end of the following day it will not be accepted, and it will be graded as a zero.

- If a dire situation arises, please contact me **as soon as possible** to discuss accommodations.

HELPFUL RESOURCES

Please review the Syllabus section titled:
College Resources