

San José State University
College of Engineering
Computer Engineering Department
CMPE163, Introduction to Computer Graphics and Augmented Reality
Section 1, F2021

Course and Contact Information

Instructor: Hua Harry Li, Ph.D.
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Office Hours: Mondays and Wednesdays 4:00 -5:00 PM
Class Days/Time: Thursdays 4:00 – 6:45 PM
Classroom: On Line (Zoom)

Faculty Web Page and MYSJSU Messaging (Optional)

1. Copies of the course materials such as the syllabus, major assignment handouts, etc. can be found on line at https://github.com/hualili/opencv/tree/master/ComputerGraphics_AR/F2018
2. Formal homework/project assignment and submission to SJSU CANVAS.
3. My personal zoom link for Office Hours
Join Zoom Meeting [https://us04web.zoom.us/j/9841607683?](https://us04web.zoom.us/j/9841607683?pwd=U1A3aEk1TnV4bjNLQk5CQkw0dDk4UT09)
pwd=U1A3aEk1TnV4bjNLQk5CQkw0dDk4UT09 Meeting ID: 984 160 7683 Passcode: 121092

Course Description

Introduction to 2D and 3D vector and pixel graphics, 2D and 3D transformations, world to viewer transformation pipeline, perspective projection, hidden line and surface removal, decoration algorithm and texture mapping, integration of pixel graphics and augmented reality, and hands-on laboratories. Prerequisite: CMPE126; CMPE 127; ENGR 100W; MATH 123 or MATH 129A or EE 112.

Course Learning Outcomes (CLO)

Upon successful completion of this course, students will be able to:

1. Understand 2D and 3D vector graphics, to be able to use vector graphics to design and implement computer graphics algorithms.
2. Understand transformation pipeline.
3. Understand decoration and shading algorithm.
4. Understand basic pixel graphics and image convolution.

Required Texts/Readings

Textbook

- Unity tutorial from the installed Unity platform, run “karting” game tutorial; or <https://unity.com/how-to/beginner/5-unity-tutorials-new-game-developers> , part 5. Unity: All things Unity, Unity tutorials on YouTube.
- Optional: Computer Graphics with OpenGL, 3rd Edition, by Hearn Baker, Prentice Hall, ISBN 0-13-015390-7.
- Optional :Digital Image Processing, 3rd Edition, by Rafael C. Gonzalez and Richard E. Woods, Prentice Hall, ISBN 0-201-18075-8.
- *Reference textbook (optional)* Learning OpenCV, Computer Vision with the OpenCV Library by Bradski and Kaebler, O’Reilly Publisher, ISBN 978-0-596-51613-0, 2011.

Other Readings

1. My lecture notes on line at https://github.com/hualili/opencv/tree/master/ComputerGraphics_AR/F2018
2. OpenCV on line reference: <http://docs.opencv.org/index.html>
3. OpenGL on line reference (OpenGL programming guide):
ftp://ftp.sgi.com/opengl/contrib/kschwarz/OPEN_GL/REFERENCE/OGL_PG/oglPG.pdf and the reference book <https://sgar91.files.wordpress.com/2010/12/opengl-programming-guide-7e.pdf>

Other equipment / material requirements

1. Python, C# and C/C++ (optional);
2. Unity.

Course Requirements and Assignments

SJSU classes are designed such that in order to be successful, it is expected that students will spend a minimum of forty-five hours for each unit of credit (normally three hours per unit per week), including preparing for class, participating in course activities, completing assignments, and so on. More details about student workload can be found in [University Policy S12-3](http://www.sjsu.edu/senate/docs/S12-3.pdf) at <http://www.sjsu.edu/senate/docs/S12-3.pdf>.

NOTE that [University policy F69-24](http://www.sjsu.edu/senate/docs/F69-24.pdf) at <http://www.sjsu.edu/senate/docs/F69-24.pdf> states that “Students should attend all meetings of their classes, not only because they are responsible for material discussed therein, but because active participation is frequently essential to insure maximum benefit for all members of the class. Attendance per se shall not be used as a criterion for grading.”

Grading Policy

Project	30%
One Midterm Examination	30%
Final Examination	40%

0-59	F
60-69	D
70-79	C
80-89	B
90-100	A

Classroom Protocol

Class participation and attendance are required, please arrive on time, you can bring your laptop to the class if needed.

University Policies

General Expectations, Rights and Responsibilities of the Student

As members of the academic community, students accept both the rights and responsibilities incumbent upon all members of the institution. Students are encouraged to familiarize themselves with SJSU's policies and practices pertaining to the procedures to follow if and when questions or concerns about a class arises. See [University Policy S90-5](http://www.sjsu.edu/senate/docs/S90-5.pdf) at <http://www.sjsu.edu/senate/docs/S90-5.pdf>. More detailed information on a variety of related topics is available in the [SJSU catalog](http://info.sjsu.edu/web-dbgen/narr/catalog/rec-12234.12506.html), at <http://info.sjsu.edu/web-dbgen/narr/catalog/rec-12234.12506.html>. In general, it is recommended that students begin by seeking clarification or discussing concerns with their instructor. If such conversation is not possible, or if it does not serve to address the issue, it is recommended that the student contact the Department Chair as a next step.

Dropping and Adding

Students are responsible for understanding the policies and procedures about add/drop, grade forgiveness, etc. Refer to the current semester's [Catalog Policies](http://info.sjsu.edu/static/catalog/policies.html) section at <http://info.sjsu.edu/static/catalog/policies.html>. Add/drop deadlines can be found on the current academic year calendars document on the [Academic Calendars webpage](http://www.sjsu.edu/provost/services/academic_calendars/) at http://www.sjsu.edu/provost/services/academic_calendars/. The [Late Drop Policy](http://www.sjsu.edu/aars/policies/latedrops/policy/) is available at <http://www.sjsu.edu/aars/policies/latedrops/policy/>. Students should be aware of the current deadlines and penalties for dropping classes.

Information about the latest changes and news is available at the [Advising Hub](http://www.sjsu.edu/advising/) at <http://www.sjsu.edu/advising/>.

Consent for Recording of Class and Public Sharing of Instructor Material

[University Policy S12-7](http://www.sjsu.edu/senate/docs/S12-7.pdf), <http://www.sjsu.edu/senate/docs/S12-7.pdf>, requires students to obtain instructor's permission to record the course and the following items to be included in the syllabus:

- “Common courtesy and professional behavior dictate that you notify someone when you are recording him/her. You must obtain the instructor's permission to make audio or video recordings in this class. Such permission allows the recordings to be used for your private, study purposes only. The recordings are the intellectual property of the instructor; you have not been given any rights to reproduce or distribute the material.”
 - It is suggested that the greensheet include the instructor's process for granting permission, whether in writing or orally and whether for the whole semester or on a class by class basis.
 - In classes where active participation of students or guests may be on the recording, permission of those students or guests should be obtained as well.
- “Course material developed by the instructor is the intellectual property of the instructor and cannot be shared publicly without his/her approval. You may not publicly share or upload instructor generated material for this course such as exam questions, lecture notes, or homework solutions without instructor consent.”

Academic integrity

Your commitment, as a student, to learning is evidenced by your enrollment at San Jose State University. The [University Academic Integrity Policy S07-2](http://www.sjsu.edu/senate/docs/S07-2.pdf) at <http://www.sjsu.edu/senate/docs/S07-2.pdf> requires you to be honest in all your academic course work. Faculty members are required to report all infractions to the office of Student Conduct and Ethical Development. The [Student Conduct and Ethical Development website](http://www.sjsu.edu/studentconduct/) is available at <http://www.sjsu.edu/studentconduct/>.

Campus Policy in Compliance with the American Disabilities Act

If you need course adaptations or accommodations because of a disability, or if you need to make special arrangements in case the building must be evacuated, please make an appointment with me as soon as possible, or see me during office hours. [Presidential Directive 97-03](http://www.sjsu.edu/president/docs/directives/PD_1997-03.pdf) at http://www.sjsu.edu/president/docs/directives/PD_1997-03.pdf requires that students with disabilities requesting accommodations must register with the [Accessible Education Center](http://www.sjsu.edu/aec) (AEC) at <http://www.sjsu.edu/aec> to establish a record of their disability.

Accommodation to Students' Religious Holidays

San José State University shall provide accommodation on any graded class work or activities for students wishing to observe religious holidays when such observances require students to be absent from class. It is the responsibility of the student to inform the instructor, in writing, about such holidays before the add deadline at the start of each semester. If such holidays occur before the add deadline, the student must notify the instructor, in writing, at least three days before the date that he/she will be absent. It is the responsibility of the instructor to make every reasonable effort to honor the student request without penalty, and of the student to make up the work missed. See [University Policy S14-7](http://www.sjsu.edu/senate/docs/S14-7.pdf) at <http://www.sjsu.edu/senate/docs/S14-7.pdf>.

Student Technology Resources

Computer labs for student use are available in the [Academic Success Center](http://www.sjsu.edu/at/asc/) at <http://www.sjsu.edu/at/asc/> located on the 1st floor of Clark Hall and in the Associated Students Lab on the 2nd floor of the Student Union. Additional computer labs may be available in your department/college. Computers are also available in the Martin Luther King Library. A wide variety of audio-visual equipment is available for student checkout from Media Services located in IRC 112. These items include DV and HD digital camcorders; digital still cameras; video, slide and overhead projectors; DVD, CD, and audiotape players; sound systems, wireless microphones, projection screens and monitors.

SJSU Peer Connections

Peer Connections, a campus-wide resource for mentoring and tutoring, strives to inspire students to develop their potential as independent learners while they learn to successfully navigate through their university experience. You are encouraged to take advantage of their services which include course-content based tutoring, enhanced study and time management skills, more effective critical thinking strategies, decision making and problem-solving abilities, and campus resource referrals.

In addition to offering small group, individual, and drop-in tutoring for a number of undergraduate courses, consultation with mentors is available on a drop-in or by appointment basis. Workshops are offered on a wide variety of topics including preparing for the Writing Skills Test (WST), improving your learning and memory, alleviating procrastination, surviving your first semester at SJSU, and other related topics. A computer lab and study space are also available for student use in Room 600 of Student Services Center (SSC).

Peer Connections is located in three locations: SSC, Room 600 (10th Street Garage on the corner of 10th and San Fernando Street), at the 1st floor entrance of Clark Hall, and in the Living Learning Center (LLC) in Campus Village Housing Building B. Visit [Peer Connections website](http://peerconnections.sjsu.edu) at <http://peerconnections.sjsu.edu> for more information.

SJSU Writing Center

The SJSU Writing Center is located in Clark Hall, Suite 126. All Writing Specialists have gone through a rigorous hiring process, and they are well trained to assist all students at all levels within all disciplines to become better writers. In addition to one-on-one tutoring services, the Writing Center also offers workshops every semester on a variety of writing topics. To make an appointment or to refer to the numerous online resources offered through the Writing Center, visit the [Writing Center website](http://www.sjsu.edu/writingcenter) at <http://www.sjsu.edu/writingcenter>. For additional resources and updated information, follow the Writing Center on Twitter and become a fan of the SJSU Writing Center on Facebook. (Note: You need to have a QR Reader to



scan this code.)

SJSU Counseling Services

The SJSU Counseling Services is located on the corner of 7th Street and San Fernando Street, in Room 201, Administration Building. Professional psychologists, social workers, and counselors are available to provide consultations on issues of student mental health, campus climate or psychological and academic issues on an individual, couple, or group basis. To schedule an appointment or learn more information, visit [Counseling Services website](http://www.sjsu.edu/counseling) at <http://www.sjsu.edu/counseling>.

CMPE163 Course Schedule

Course Schedule

Week	Date	Topics, Readings, Assignments, Deadlines
1	Week 1	Introduction to computer graphics and graphics display devices, and digital image formation, image sequence and digital video formation, understand a technique using OpenGL to manipulate computer graphics. Introduction to Unity and first installation of Unity; Installation of Python and C#; (recommended platform: Ubuntu 18.04 or higher)
2	Week 2	2D vector graphics, transformations, OpenGL implementation for 2D vector graphics, Unity “Karting” tutorial, and implementation of simple modified “Karting”.
3	Week 3	2D OpenGL implementation for 2D vector graphics on screen savers and vector trees; Unity interface design, using programming tools for control of the graphics.
4	Week 4	Pixel graphics and digital images, OpenCV and import video to Unity.
5	Week 5	3D vector graphics and 3D transformations, OpenGL implementation for 3D vector graphics, and Unity example/implementations. Importing 3D models in Unity environment and manipulations.
6	Week 6	3D vector graphics, wire frame model and hidden line, hidden surface removal, Unity implementation with wire frame model and input video
7	Week 7	Midterm
8	Week 8	Combination of OpenCV and OpenGL for augmented reality; unity implementation with live AR camera. Unity project proposal.
9	Week 9	Image convolutions and 3D graphics on pixel image; Unity implementation; Presentation of Unity project and in-class feedback;
10	Week 10	3D decoration algorithm, Unity tool for texture mapping; Unity project implementation and progress report, show and tell;
11	Week 11	Shading techniques, Unity tools for rendering; Unity project design update with weekly progress report;
12	Week 12	3D graphics and interaction with digital images; Unity project design, in-class show and tell, feedback;
13	Week 13	3D interactive graphics and digital imaging design techniques; continue with Unity project design; In-class feedback;
14	Week 14	3D interactive graphics and digital imaging techniques; Unity project final presentation;
15	Week 15	AR techniques with integration of 3D interactive graphics and digital imaging techniques; Unity project final presentation.
16	Week 16	Final comprehensive exam