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CMPES163 August 20 (Fri)
Organizational Meeting

- 1) Harry Li E-mail:
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(650) 400-1116 Text
Office: M.W. 4:00-5:00 pm.
Zoom ID + Passcode
is the same as
what you have today.

Lecture Zoom Link sent to
the class today.

Note: Homework, Projects
Announcements will be made
in class, posted online as
github

CANVAS, Submission of homework
projects will be
on CANVAS.

Text Books + References (optional)

- a. Unity Tutorial, 3D Graphics
Game Dev. Engine
b. Other Optional Text Books —
Reference Only.

Programming Languages + Software
IDE

1. Unity, Student or Personal
Edition. → Karting Game

2. Python for Graphics
Video, Version 3.6 or
higher.

Anaconda; Tool for
Python Programming →

3. C/C++ for 2D & 3D
Graphics, Videos.

4. C# for Interface to
Unity IDE.

→ 5. OpenCV. Homework:
Installation of OpenCV,
In 2 weeks Sept. 2nd (Th)

→ 6. OpenGL Installation
of OpenGL. Homework:
Installation, and have it
ready By Next week
Aug. 26 (Th) Before
4:00 pm.

→ 7. O.S. Ubuntu 18.04

Installation of Unity
By Aug. 26 (Th).
Before 4:00 pm. ↗

Grading Policy:

30% Projects, Homework etc.
 30% Midterm (ONE)
 40% Final (Comprehensive)

"Game"-Like Environment

{ Robotics
 { Self-Driving.

Conduct of the Class

1° Lecture 2° Show + Tell

3° Form A team, 2-3 person team.

All homework, coding have to be individual, however teamwork is encouraged, and be required

Projects, Homework: Assigned Projects.
 (3 projects)

plus A-Semester-long project (Team)
 Project

a 2-3 person team;b Proposal of A-Semester-Long Project;c Progress Report & Presentation
 During Class show + telld Final Presentation (P.P.T. Demo)

3 projects.

Project to Build 3D Animated Graphics.

Virtual Camera + Video

3D Graphics + Video