

| <p>BSENGG GD2P04-Advanced Graphics</p> | <p>Component Overview</p> | <p>Start: July, 2017</p> <p>NZQA Level: 6 Credits: 15</p> | | | | | | | | | | | | |
|--|-------------------------------|---|-------------|---------|----------------|---------------------------------|-----|--|----------------------|-----------|----------|---------------------|-----|---------|
| <p><u>Component Aims:</u></p> <ol style="list-style-type: none"> 1. Depth test/ Stencil test and Scissor Test 2. Graphics Debugging (NSight) 3. Blending and Anti- Aliasing 4. Fog 5. Terrain, Height Map and Noise (Work on Summative) 6. Geometry Shader (Work on Summative) 7. Tessellation Shader/ LOD 8. Skeletal Animation 9. Normal Mapping (Work on Summative) 10. Post Processing (Work on Summative) 11. Shadow Mapping 12. Compute Shaders (Work on Summative) 13. Work On Summative 14. Work On Summative 15. Work On Summative 16. Feedback | | | | | | | | | | | | | | |
| <p>Class Schedule:</p> <ul style="list-style-type: none"> • Class time-table is uploaded. | | | | | | | | | | | | | | |
| <p>Summative Assessments:</p> <table border="1" data-bbox="295 1480 1500 1686"> <thead> <tr> <th>Assessment:</th><th>Weight:</th><th>Date of Issue:</th></tr> </thead> <tbody> <tr> <td>Attendance/ Class Participation</td><td>10%</td><td></td></tr> <tr> <td>2 Summative projects</td><td>25%*2=50%</td><td>Week 4,9</td></tr> <tr> <td>1 Summative Project</td><td>40%</td><td>Week 11</td></tr> </tbody> </table> <p>Dates are subject to change with prior notice.</p> | | | Assessment: | Weight: | Date of Issue: | Attendance/ Class Participation | 10% | | 2 Summative projects | 25%*2=50% | Week 4,9 | 1 Summative Project | 40% | Week 11 |
| Assessment: | Weight: | Date of Issue: | | | | | | | | | | | | |
| Attendance/ Class Participation | 10% | | | | | | | | | | | | | |
| 2 Summative projects | 25%*2=50% | Week 4,9 | | | | | | | | | | | | |
| 1 Summative Project | 40% | Week 11 | | | | | | | | | | | | |
| <p>Textbook:</p> <ul style="list-style-type: none"> • OpenGL Programming Guide: Eighth Edition • OpenGL Super Bible: Seventh Edition | | | | | | | | | | | | | | |