BSENGG GD2P04-Advanced Graphics	Component Overview	Start: July, 2018
		NZQA Level: 6 Credits: 15

Component Aims:
1. Graphics Debugging (NSight)
2. Perf Markers,Fog, Mouse Picking, GLSL Intrinsic Functions
3. Depth test/ Stencil test and Scissor Test
4. Blending and Anti- Aliasing
5. Terrain, Height Map and Noise (Work on Summative)
6. Geometry Shader (Work on Summative)
7. Tessellation Shader/ LOD
8. Post Process - Framebuffers
9. Shadow Mapping
10. Particle System (Work on Summative)
11. Compute Shaders (Work on Summative)
12. Skeletal Animation
13. Work On Summative
14. Work On Summative
15. Work On Summative
16. Work on Summative

Class Schedule:

- Class time-table is uploaded.

Summative Assessments:

Assessment:	Weight:	Date of Issue:
Attendance/ Class Participation	10%	
2 Summative projects	25%*2=50%	Week 4,9
1 Summative Project	40%	Week 11

Dates are subject to change with prior notice.

Textbook:
- OpenGL Programming Guide: Eighth Edition
- OpenGL Super Bible: Seventh Edition