

*Engage, Empower, Excite, Educate*

**COURSE PLAN**

| **Course Information** | ***Enter course information into the cells below.*** |
| --- | --- |
| **Course Title:** | C++ Computer Graphics |
| **Course Code:** | INFO-3111 |
| **Program:** | Computer Programming and Analysis |
| **School:** | Information Technology |
| **Term:** | Summer 2023 |
| **Prepared by:** | Michael Feeney |

| **Time** | **Topic** | **Delivery Details:**  **Evaluation : due date** |
| --- | --- | --- |
| Day 2 | Setup & Triangle of Death | Checkpoint #1: Friday, May 5th |
| Day 3 | Something with triangles | Checkpoint #2: Thursday, May 11th |
| Day 4 | Load a wireframe model | Checkpoint #3: Friday, May 12th |
| Day 5 | Multiple models | Checkpoint #4: Thursday, May 18th |
| Day 6 | Baby’s 1st 3D scene | Checkpoint #5: Friday, May 19th |
| Day 7 | Turn on the lights | Checkpoint #6: Thursday, May 25th |
| Day 8 | Baby’s 2nd 3D scene | Checkpoint #7: Friday, May 26th |
|  | **Mid-term exam**: Friday, May 26th |
|  |  | **Project #1**: Sunday, May 28th  **Thursday, June 1st** |
| Day 10 | Spotlights | Checkpoint #8: Friday, June 2nd |
| Day 11 | Transparency – 2 kinds | Checkpoint #9: Thursday, June 8th |
| Day 12 | 2D Texturing basics | Checkpoint #10: Friday, June 9th |
| Day 13 | Cube Map and texture blending | Checkpoint #11: Thursday, June 15th |
| Day 14 | Textures as data manipulation | Checkpoint #12: Friday, June 16th |
|  | **Final exam**: Friday, June 16th |
|  |  | **Project #2**: Sunday, June 18th |

**Mark breakdown:**

* Checkpoints: 10% total, two (2) lowest marks dropped
* Exams: 60% total (Mid-term: 30%, Final: 30%)
* Projects: 30% total (Project #1: 15%, Project #2: 15%)