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 2025
Prepared by:	Michael Feeney

Time	Topic	Delivery Details: Evaluation
Week 1: Thurs, May 8th	Setup & RGB "Triangle of Death"	
Week 2: Thurs, May 15th	Something with triangles	Checkpoint #1 Due
Week 3: Thurs, May 22nd	Load a wireframe model	Checkpoint #2 Due
Week 4: Thurs, May 29th	Multiple models	Checkpoint #3 Due
Week 5: Thurs, June 5th	Your 1st 3D scene	Checkpoint #4 Due
Week 6: Thurs, June 12th	Turn on the (point) lights	Checkpoint #5 Due
Week 7: Thurs, June 19th	Controlling the lights	Checkpoint #6 Due
Study Break	*(June 23 - 30, 2025)*	
Week 8: Thurs, July 3rd	Enhancing your 3D scene	Checkpoint #7 Due
Week 9: Thurs, July 10th		Checkpoint #8 Due **Mid-term exam**
Week 10: Thurs, July 17th	Spotlights	**Project #1** Due
Week 11: Thurs, July 24th	2D Texturing basics	Checkpoint #9 Due
Week 12: Thurs, July 31st	Texture blending, cube maps, transparency	Checkpoint #10 Due
Week 13: Thurs, Aug. 7th	Cube Map, textures as data	Checkpoint #11 Due
Week 14: Thurs, Aug. 14th		Checkpoint #12 Due
Exam Week	*(August 18 - 22, 2025)*	**Project #2** Due **Final exam**

Mark breakdown:
- Checkpoints: 5% total, two (2) lowest marks dropped
- Exams: 60% total (Mid-term: 30%, Final: 30%)
- Projects: 35% total (Project #1: 17.5%, Project #2: 17.5%)
    - You *must* pass *both* the "exam" and "projects" portions to pass the course

Course Plan – Accessible Version

Note: The Course Plan may change according to students' learning needs and/or unanticipated disruptions. You will be notified of any significant change via FOL prior to changes being implemented as specified in Policy A113.