

*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 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