**INFO3111- Syllabus: S2021,   
With your host: Michael Feeney**

|  |
| --- |
| **Required Learning Resources:** |
| * **Software:** I’ll be using Visual Studio 2019 Community (but have other versions installed) and git (“Git for Windows”) |

|  |  |  |
| --- | --- | --- |
|  | **Syllabus / Tentative Schedule** | |
| **Week of: date** | **Lecture topics** | **Evaluation** |
|  |  |  |
| 1: May 4th / 5th | * Course into * Visual Studio and git basics * GLFW and glm * Triangle of Death |  |
| 2: May 6th / 7th | * Moving to 3D: shaders and shader manager * Keyboard input (synchronous and asynchronous) * Timing |  |
| 3: May 11th / 12th | * Loading external models * Vertex & Index Buffers (VBOs) * Vertex Array Objects (VAOs) | Checkpoint #1 |
| 4: May 13th / 14th | * Loading multiple objects * Basic Lighting #1 – Adding point lights |  |
| 5: May 18th / 19th | * Basic Lighting #2 – Controlling lights & multiple lights | Checkpoint #2 |
| 6: May 20th / 21st | * Basic Lighting #3 (spots, etc.) |  |
| 7: May 25th / 26th | * Review for midterm | Checkpoint #3 |
| 8: May 27th / 28th | * **Midterm** | Project #1 due |
| 9: June 1st / 2nd | * Basic 2D Texture mapping | (no checkpoint) |
| 10: June 3rd / 4th | * Transparency (alpha and discard) * More timing (moving things/very basic animation) | Checkpoint #4 |
| 11: June 8th / 9th | * Using other textures for control * pixel/fragment and vertex shader effects * Cube maps #1 (skyboxes) |  |
| 12: June 10th / 11th | * Cube maps #2 (reflection, refraction, etc.) | Checkpoint #5 |
| 13: June 15th / 16th | * Review for final |  |
| 14: June 17th / 18th | * **Final Exam** | Project #2 due |

|  |  |
| --- | --- |
| **Project mark: 40%:**   * 5 checkpoints worth 4% each * 2 projects worth 10% each | **Exam mark: 60%**   * Midterm 30% * Final 30% |