CSc 305 - Spring 2020
Course Introduction

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University of Victoria
Department of Computer Science

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Overview

CSc 305 is an introductory course to the field of computer graphics using C++ and OpenGL. Topics include:

- Light and colour,
- Backwards ray tracing,
- Ray-geometry intersection,
- Shading,
- Rendering pipeline and the GPU
- Texturing,
- Polygonal meshes and other modelling techniques.

Computer Science Advising Information

Undergraduate Advisor

- Irene Statham (`cscadvisor@uvic.ca`)
- Office: ECS 512
- Undergraduate Advising Hours:
    - MWF 10:00-12:00
    - TR: 13:30-15:30

Administrative Announcements

- If you are taking this course for the third (or greater) time, you must request, in **writing**, permission from the Chair of the Department and the Dean of the Faculty.

- If you have not met **all** the prerequisites for this course, you must receive department permission to stay in this class. If you do not receive permission, you will be **automatically dropped from the course** and a prerequisite drop will be recorded on your transcript

- In both of the above cases, you should visit the undergraduate advisor for more information.

Instructor Information

Lectures

- Mauricio A. Rovira Galvez (`marovira@uvic.ca`)
- Lectures: MR 18:30-19:50 in ELL 167
- Office: ECS 621

Labs

- Sylvia Allen, Michael Kitzan, Dusty Miller.
- TWR in ECS 354 (*Register now*)

Mauricio's Office Hours

- After class or by appointment.

conneX Information

This course will use the Department of Computer Science's conneX course management system for grades and assignments.

        https://connex.csc.uvic.ca/

Lecture material, code samples, etc will be provided in a separate Github page. **Lecture notes are not comprehensive, and may not include all material covered in class. You are responsible for all material covered in lectures and labs, including material which is not posted afterwards**.

    https://github.com/marovira/csc305_spring2020

If you are unable to log in to conneX, you may need to activate/reactivate your Computer Science account at

        https://accounts.csc.uvic.ca/

Evaluation Scheme (1)

Assignments

Programming Assignments (5):	35%

Exams

Midterm (February 13, 2020):	25%
Final (April Exam Period):	40%

Exams:

The midterm will be 80 minutes long and will be held during the regular lecture time. The final will be 3 hours long during the final exam period. Both exams are open-book and open-notes (but no electronic devices will be permitted). To pass the course, you must meet **all** of the following conditions:

- The final percentage must be at least 50%.
- A grade of at least 32/65 must be achieved on the 65% of the course allocated to the midterm and final.
- A grade of at least 18/35 must be achieved on the 35% of the course allocated to assignments.

Labs:
You must attend the lab section in which you are registered; make sure you are registered in a lab section before next week.
Assignments:
Assignments will be primarily programming based. All assignments will employ a graphics development framework.

Missed Work:
Exceptions will be made for missed work (including late assignments) **only** in cases where an academic concession (with documentation) applies. Links to the relevant university policies are available from the posted official course outline.

Academic Integrity:
Plagiarism detection software will be used on assignment submissions where appropriate. Academic integrity violations will be reported to the department's academic integrity committee with recommendations for appropriate penalties. Links to the relevant university policies are available from the posted official course outline. Note that the university's guidelines clearly state that handing an assignment which is mostly or entirely plagiarized should result in a grade of F being given for the course.

Evaluation Scheme (5)

Acceptable Collaboration:
Computer Science and Mathematics are inherently collaborative disciplines, even if the stereotypes might say otherwise. You are encouraged to discuss all aspects of this course, including assignment questions, with your peers.

However, your actual assignment submissions must be your own work, and should be created independently (in your own words). Handing in the work of another student and claiming it as your own is plagiarism. Sharing your submission with another student (or the internet), even if it is not directly copied by anyone else, is also plagiarism.

Rule of thumb: Talk to your peers about assignments and collaborate on conceptual solutions, but **do not** look at each other's code (either over the shoulder or by sharing it electronically).