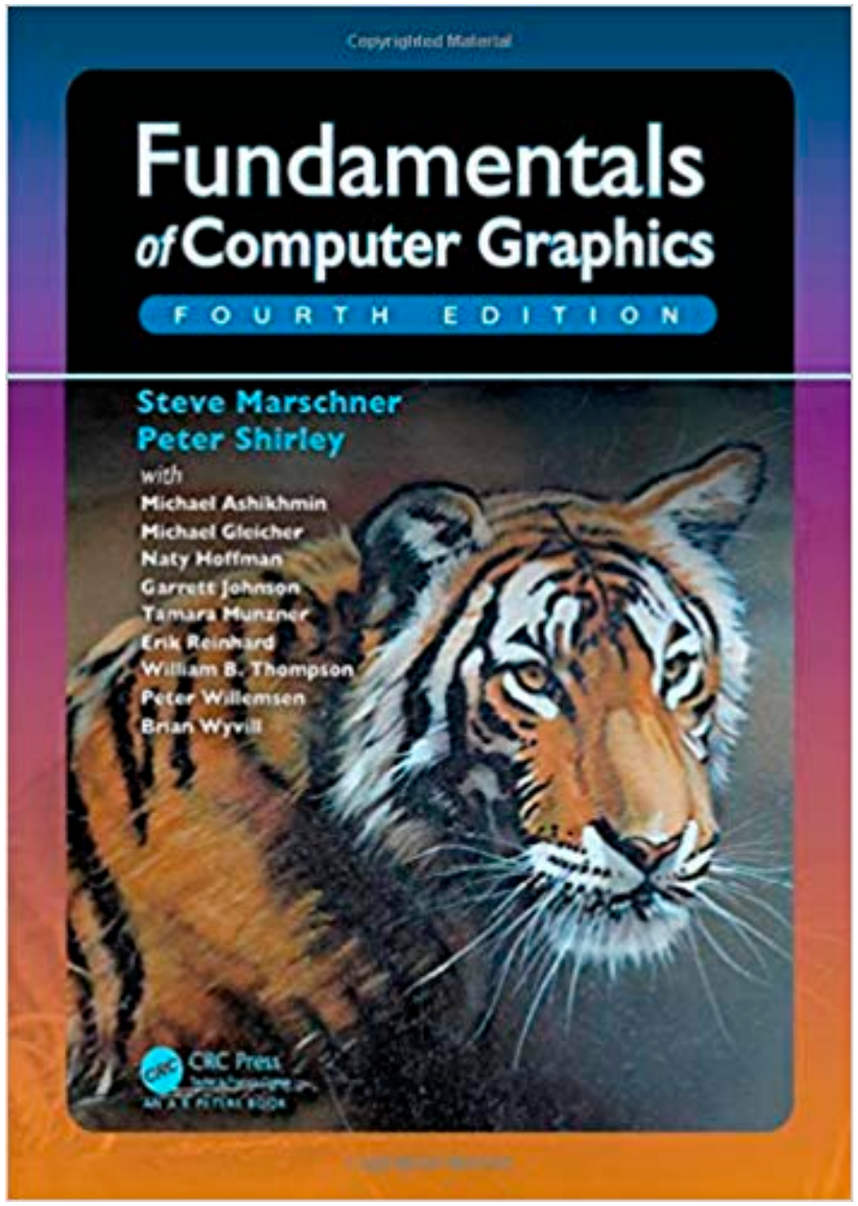
References

- No Required Textbooks
  - Reading materials (if any) will available online before lectures
  - Lecture slides will be available after class
- Most recommended reference
  - Steve Marschner and Peter Shirley, "Fundamentals of Computer Graphics", 3rd or later edition.



Q & A

- Sign up on our BBS for discussion (http://games-cn.org/forums/forum/games-online-course-forum/)

Assignments

- Assignments
  - Mostly programming tasks with provided code skeletons and virtual machine image
  - Weekly (usually no more than 20 lines of code per week)
  - Language: C++
- Submission
  - Submit your project by 11:59PM on/before the due dates (strictly enforced)
  - Feedback will be provided in a week

Assignments

- Assignment Submission Website (http://www.smartchair.org/GAMES2020Course-YLQ/)

- No Exams

- Course Project / Final Project
  - Starting midway of this course
  - References will be provided, but you decide the topic
  - Best work will be posted online for showing off

Use An IDE!

- IDE: Integrated Development Environment
- Helps you parse a entire project
  - And gives hints on syntax / usages of member functions, etc.
- Recommended IDEs
  - Visual Studio (Windows only) / Visual Studio Code (cross platform)
  - Qt Creator (personal)
- Not Recommended IDEs (for C++ programming)
  - CLion, Eclipse
  - Sublime Text, Vi / Vim, Emacs (not even IDEs)

Academic integrity

- Work alone for regular assignments
  - no copy-pasting from any other sources
- Do not publish your code (on Github, etc.) for assignments using our skeleton code
- Do not post your solution online
  - Discussion / explanation is welcomed

Questions?

Thank you!