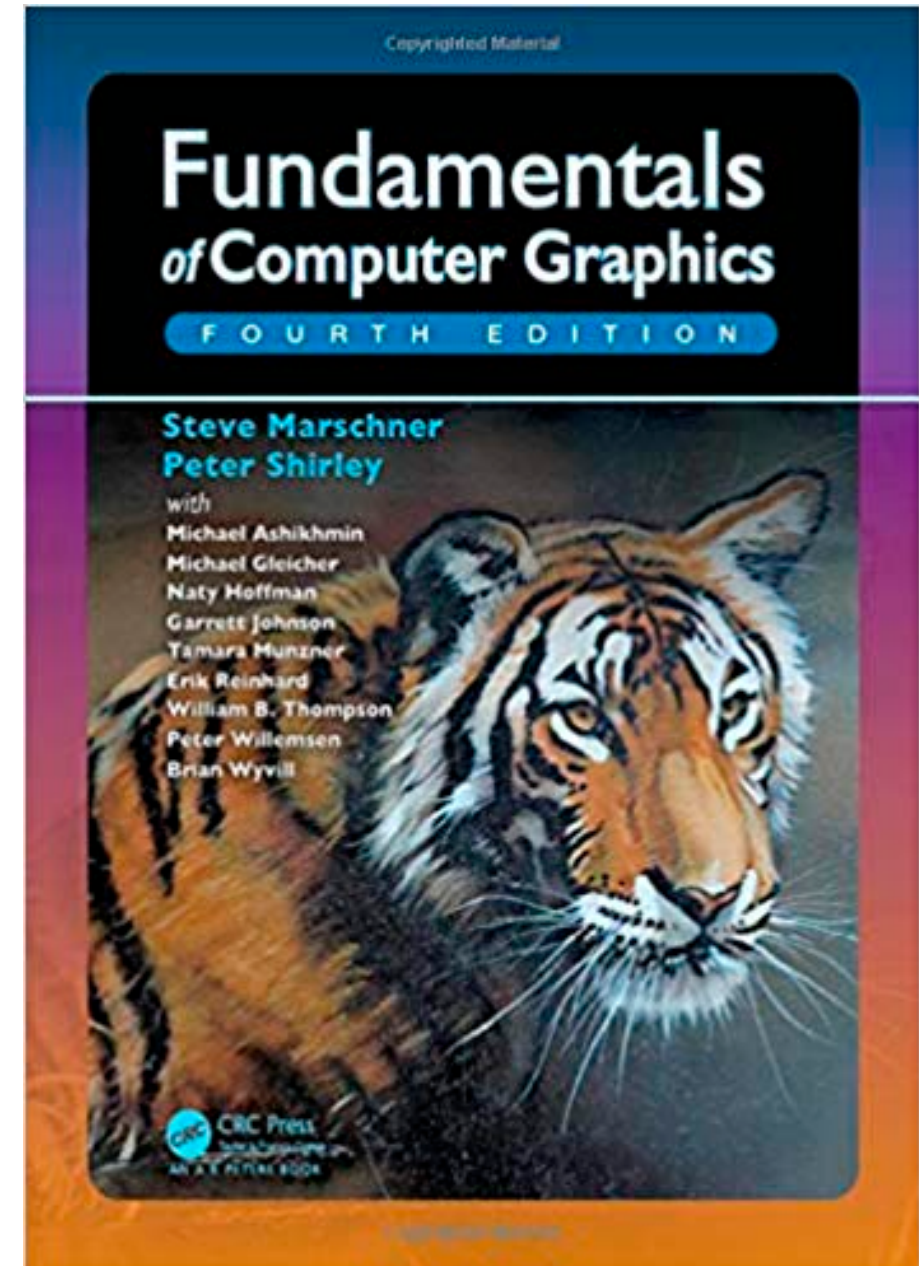


References

- No Required Textbooks
 - Reading materials (if any) will be 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/>)

The screenshot shows the GAMES forum website. The main header is in Chinese: 计算机图形学与混合现实研讨会 (GAMES: Graphics And Mixed Environment Seminar). Below the header is a navigation bar with links like 首页, 活动通知, 往期报告PPT&视频, 在线课程, GAMES线下会议, 招聘信息, 讨论区, and 其他信息. The main content area displays a list of topics with columns for Topic, Voices, Posts, and Last Post. The sidebar on the right includes a 'FOLLOW:' section, a 'NEXT STORY' section, a search bar, and a '活动通知' (Activity Notice) section.

Topic	Voices	Posts	Last Post
现代计算机图形学入门讨论区主楼(置顶) Started by: Chen, Linghao	2	2	3 days, 20 hours ago 风儿
现代计算机图形学入门作业提交方式 Started by: Chen, Linghao	1	1	1 day, 12 hours ago Chen, Linghao
Frequently Asked Questions(Keep Updating) Started by: Chen, Linghao	1	1	3 days, 11 hours ago Chen, Linghao

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

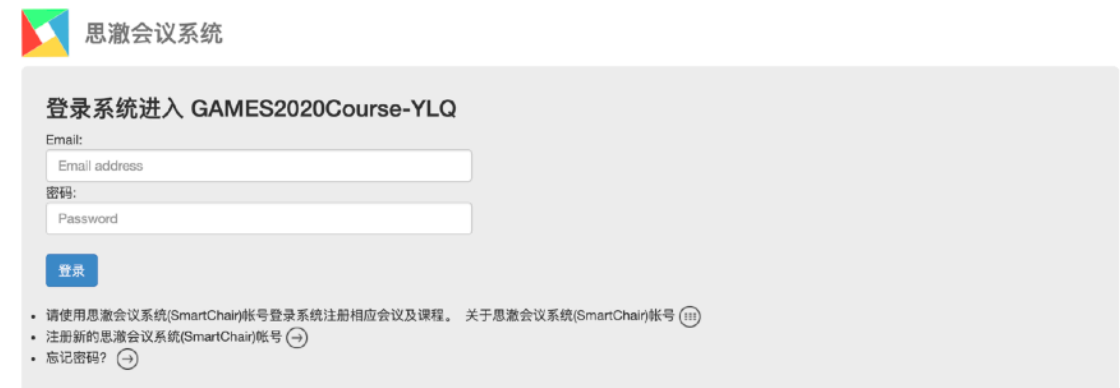
Assignments

- 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



思澈会议系统

登录系统进入 GAMES2020Course-YLQ

Email:
Email address

密码:
Password

登录

• 请使用思澈会议系统(SmartChair)帐号登录系统注册相应会议及课程。关于思澈会议系统(SmartChair)帐号 (11)

• 注册新的思澈会议系统(SmartChair)帐号 (→)

• 忘记密码? (→)

GAMES2020在线课程：计算机图形学（闫令琪）

<http://games-cn.org/intro-graphics> 在线 2020年 2月9日 ~ 5月30日

本课程将全面系统地介绍现代计算机图形学的四大组成部分：（1）光栅化成像，（2）几何表示，（3）光的传播理论，以及（4）动画与模拟。每个方面都会从基础原理出发讲解到实际应用，并介绍前沿的理论研究。通过本课程，你可以学习到计算机图形学背后的数学和物理知识，并锻炼实际的编程能力。

顾名思义，作为入门，本课程会尽可能的覆盖图形学的方方面面，把每一部分的基本概念都尽可能说清楚，让大家对计算机图形学有一个完整的、自上而下的全局把握。全局的理解很重要，学完本课程后，你会了解到图形学不等于 OpenGL，不等于光线追踪，而是一套生成整个虚拟世界的方法。从本课程的标题，大家还可以看到“现代”二字，也就是说，这门课所要给大家介绍的都是现代化的知识，也都是现代图形学工业界需要的图形学基础。

本课程与其它图形学教程还有一个重要的区别，那就是本课程不会讲授 OpenGL，甚至不会提及这个概念。本课程所讲授的内容是图形学背后的原理，而不是如何使用一个特定的图形学API。在学习完这门课的时候，你一定有能力自己使用OpenGL写实时渲染的程序。另外，本课程并不涉及计算机视觉、图像视频处理、深度学习，也不会介绍游戏引擎与三维建模软件的使用。

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!