Project & Portfolio IV

Course Syllabus

Course Director: Lari Norri, [lnorri@fullsail.com](mailto:lnorri@fullsail.com), 407.673.5395 ext. 8907

Objective: To apply your knowledge of computer graphics to use a GPU.

Textbook: Varies significantly based on API used and student preference.

Academic Dishonesty: You can’t code for other students, that’s cheating.

Lectures: We talk about low-level hardware graphics APIs and how to use them.

Labs: Where you are directly introduced to specific APIs. (Weeks 1&2)

Level Renderer: Pick an API and use it to draw a list of models. (Weeks 3&4)

Blog Posts: Explain new features and take screenshots showing your progress.

Grading: 3% Blogs, 10% GPS , 2% 4% 8% 16% Labs, 57% Level Renderer.

Late Policy: We use the standard Full Sail Computer Science late policy.

Schedule: Hardware, Shaders, 3D, Models, Renderer, Resources/Textures, Effects

Office Hours: Wed/Fri mornings and afternoons via Zoom by appointment.

Tutoring: Go to the tutoring center, also please be a tutor they are awesome.