**Late Policy**

**The computer graphics courses in the GameDev and SimViz programs utilize the official CS late policy.**

**Official Computer Science Late Policy:**

1. The assignment/lab/discussion due dates are listed in FSO. Always check FSO for the current due date.
2. No assignment/lab/discussion will be accepted after the last day of class without prior written approval from your instructor.
3. To avoid the late penalty, you must notify your instructor in writing before the due date listed in FSO if you need an extension for any reason.
4. If an extension is NOT requested prior to the due date, a late penalty of 10% will be applied to the assignment/lab/discussion for the first 72 hours.
5. You will have up to 72 hours from the due date in FSO to submit the assignment/lab/discussion.
6. After 72 hours, the assignment/lab/discussion can be submitted for feedback but you will receive a zero grade, unless otherwise agreed to by instructor.
7. These may not apply to you if you have accommodations letter from Student Services, please contact your instructor if this is the case and you feel it’s necessary for them to know.

**Graphics Course Exam Policy:**

1. If you need to take an exam early due to holiday travel arrangements or other life situations, you must notify your instructor at least two weeks in advance to plan arrangements.
2. While there are rare exceptions due to well documented emergencies, in general you cannot make up a Final Exam. The standard late policy does not apply to exams so be on time.