CSE 410

Course Outline

Learning Outcomes/Objectives:

1. Learn to use a graphics API, OpenGL, to model basic objects and create animation.
2. Understand and implement the core components of a raster based graphics pipeline.
3. Understand and implement a simple ray tracer.
4. Use/manipulate vectors to develop graphics applications.

Course Teacher(s):

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Course Outline:

Laboratory works based on CSE 409.

Textbook:

Computer Graphics using OpenGL (2nd edition) by Francis S Hill, Jr.

Weekly Schedule:

Week	Activity
1 and 2	OpenGL Demonstration
3 and 4	Offline and Online Evaluation of OpenGL
5	Raster based Pipeline Implementation Phase 1
6 and 7	Raster based Pipeline Implementation Phase 1 Evaluation
8	Raster based Pipeline Implementation Phase 2
9 and 10	Raster based Pipeline Implementation Phase 2 Evaluation
11	Ray Tracer
12 and 13	Ray Tracer Evaluation
14	Quiz

Assessment:

Criteria	Weight (%)
Attendance	5
OpenGL offline and online	25
Raster based Pipeline Implementation Phase 1	15
Raster based Pipeline Implementation Phase 2	15
Ray Tracer	20
Quiz	20

Prepared by:	
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