

August 2018

| Monday | Tuesday | Wednesday | Thursday | Friday |
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| 20 | 21 CLASS 1 Introduction to Sl460 Your only homework of the Semester! Needed to ensure you have the correct software. Homework CLASS 2 Intro to Python Make sure you spend some time walking through the tutorials! | 22 | 23 LAB 1 Intro to Python Practice with Python (Numbers, Files, and Data) | 24 |
| 27 | 28 CLASS 3 The Math Behind Graphics CLASS 4 Intro to Ray Tracing | 29 | 30 LAB 2 The Math of Graphics via Ray Tracing Lets play with the math behind raytracing | 31 |

September 2018

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| Monday | Tuesday | Wednesday | Thursday | Friday |
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| 3 HOLIDAY | 4 MONDAY SCHEDULE | 5 | 6 CLASS 5 Intro To OpenGL PyOpenGL Version Now that we understand math, lets move on to OpenGL LAB 3 Intro to OpenGL PyOpenGL Version Build a few scenes in OpenGL | 7 |
| 10 | 11 CLASS 6 Understanding the View PyOpenGL Version CLASS 7 Event Handling PyOpenGL Version CLASS 8 Working with Text PyOpenGL Version | 12 | 13 LAB 4 Etch a Sketch PyOpenGL Version | 14 |

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| 17 | 18 CLASS 9 Intro to Object Transformation PyOpenGL Version | 19 | 20 LAB 5 Transformations and Matrix Math PyOpenGL Version Build and Manipulate 3D Objects | 21 |
| 24 | 25 CLASS 10 Pyglet and timed events CLASS 11 Modelview Matrix Stack PyOpenGL Version CLASS 12 Viewing Transformations - The Camera PyOpenGL Version Continue working on Lab 6 - Matrix Math | 26 | 27 EXAM 1 6wk Exam LAB 6 Spheres and Moving the World PyOpenGL Version Build and Move a 3D World | 28 |

October 2018

| Monday | Tuesday | Wednesday | Thursday | Friday |
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| 1 | 2 CLASS 13 The Arcball Algorithm PyOpenGL Version PROJECT 1 3D Rubik's Cube PROJECT 2 3D Rubik's Cube - Design Breaking down larger problems into smaller pieces | 3 | 4 PROJECT 3 3D Rubik's Cube - Debugging PyOpenGL Version Breaking down the MODELVIEW matrix | 5 |
| 8 HOLIDAY | 9 CLASS 14 Marching Squares | 10 | 11 LAB 7 Marching Squares PyOpenGL Version Build 3D Maps | 12 |
| 15 | 16 CLASS 15 Mesh Plot CLASS 16 Working with Color | 17 | 18 LAB 8 3D Meshes Build Complex 3D Objects | 19 |

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| 22 | 23 CLASS 17 Particle Systems | 24 | 25 LAB 9 Particle Systems Build Graphics with Physics | 26 |
| 29 | 30 CLASS 18 Intro to 2D Game Design CLASS 19 Images and Sprites | 31 | | |

November 2018

| Monday | Tuesday | Wednesday | Thursday | Friday |
|--------|---------|-----------|---|--------|
| | | | 1 EXAM 2 12wk Exam Comprehensive exam covering all material up through (but not including 2D Games) LAB 10 2D Images Provide screenshots and code for the in-class exercises. | 2 |

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| 5 | 6 CLASS 20 Events CLASS 21 Animating in 2D (Walk and Run) | 7 | 8 LAB 11 Events, Movement, and Sound | 9 |
| 12 HOLIDAY | 13 CLASS 22 Animating in 2D (Jumping and Falling) | 14 | 15 LAB 12 Enemies, Collisions, and Landing Due to Holiday: Lab Due at 2359 on 28 Nov | 16 |
| 19 | 20 CLASS 23 Smarter Enemies | 21 FRIDAY SCHEDULE | 22 HOLIDAY | 23 |

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| 26 | 27 CLASS 24 Making a Game | 28 | 29 LAB 13 Our Game This is the final Graphics lab where you need to complete your game and add something special. Due at the presentations. | 30 |

December 2018

| Monday | Tuesday | Wednesday | Thursday | Friday |
|--------|---|-----------|---|--------|
| 3 | 4 PRACTICUM 1 Final Practicum Practicum covers OpenGL only In class comprehensive practicum, you are encouraged to arrive with a empty OpenGL template to start with. | 5 | 6 CLOSING 1 Closing out the Game and SOFs Last minute discussions on the Game and Rubik's Cube. | 7 |

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| 10 | 11 | 12 | 13 | 14 EXAM 3 Presentations Individual presentations of both the final rubik's cube and 2D game. MI223 |
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