

*Engage, Empower, Excite, Educate*

COURSE PLAN

| **Course Information** | ***Enter course information into the cells below.*** |
| --- | --- |
| **Course Title:** | C++ Computer Graphics |
| **Course Code:** | INFO-3111 |
| **Program:** | Computer Programming and Analysis |
| **School:** | Information Technology |
| **Term:** | Summer 2024 |
| **Prepared by:** | Michael Feeney |

| **Time** | **Topic** | **Evaluation** |
| --- | --- | --- |
| Day 1 (Tues., May 7th) | Setup & Triangle of Death |  |
| Day 2 (Thurs., May 9th) | Something with triangles | Checkpoint #1 Due |
| Day 3 (Tuesday, May 14th) | Load a wireframe model | Checkpoint #2 Due |
| Day 4 (Thursday, May 16th) | Multiple models | Checkpoint #3 Due |
| Day 5 (Tuesday, May 21st) | Your 1st 3D scene | Checkpoint #4 Due |
| Day 6 (Thursday, May 23rd) | Turn on the lights | Checkpoint #5 Due |
| Day 7 (Tuesday, May 28th) | Controlling the lights | Checkpoint #6 Due |
| Day 8 (Thursday, May 30th) | Enhancing your 3D scene | Checkpoint #7 Due |
| Day 9 (Tuesday, June 4th) |  | Checkpoint #8 Due  **Mid-term exam** |
| Day 10 (Thursday, June 6th) | Spotlights | **Project #1** Due |
| Day 11 (Tuesday, June 11th) | 2D Texturing basics | Checkpoint #9 Due |
| Day 12 (Thursday, June 13th) | Texture blending, cube maps, transparency | Checkpoint #10 Due |
| Day 13 (Tuesday, June 18th) | Cube Map, textures as data | Checkpoint #11 Due |
| Day 14 (Thursday, June 20th) |  | Checkpoint #12 Due  **Project #2** Due  **Final exam** |

**Mark breakdown:**

* Checkpoints: 10% total, two (2) lowest marks dropped
* Exams: 60% total (Mid-term: 30%, Final: 30%)
* Projects: 30% total (Project #1: 15%, Project #2: 15%)