Introduction

SCC-1010: Graphics 3501, 2019

Christian Millán

ceduardo.millan@gmail.com

Outline

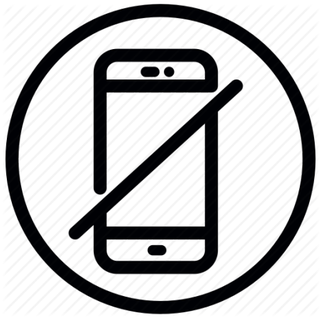
1. Course logistics
2. Syllabus
3. Schedule
4. Assessment criteria
5. Pre-requirements
6. References

1. Course logistics

When

- Tus 9:00 - 11:00 am.
- Thu 11:00 am. - 1:00 pm.

- Absence (>15 minutes later)
- At least 80% of attendance to approve the course



2. Syllabus

Unit 1. Introduction to Computer Graphics

Unit 2. 2D Graphics.

Unit 3. 3D Graphics.

Unit 4. Fill, Illumination, and Shading.

Unit 5. Introduction to Computer Animation

Unit	September				October					November					December				Junary					Fe	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
Unit 1																									
Unit 2																									
Assessment 1																									
Unit 3																									
Uniit 4																									
Assessment 2																									
Unit 5																									
Assessment 3																									
Second chance																									

4. Assessment

Rubric	pts (%)
Homework	5
Practices	10
Presentation	5
Exam	40
Project	30
Assistance*	10

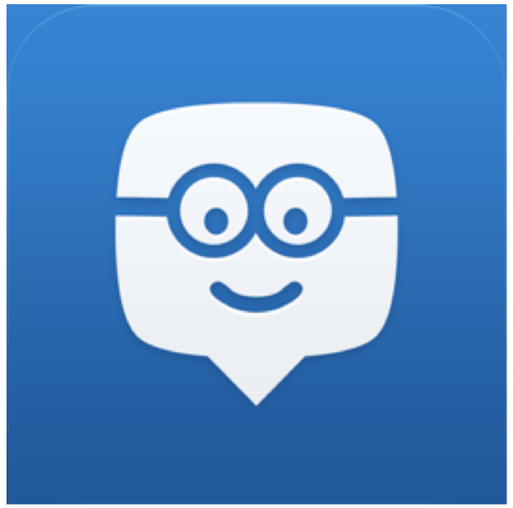
Second chance***	pts (%)
Evidence (3)	70

* Only if the student covers 100% of the assistance

** Projects (Evidences).

*** At least 80% of assistance in all lectures.

5. Pre-requirements



- **Sign up or sign in Edmodo www.edmodo.com count**

  Join to the group: **akufah**

- **Sign up www.capacitaparaelempleo.org**

  Take the course**: Control de versiones**

  Tecnología>>Control de versiones

- **Basic Java**

- **Basic Command Line**

6. Text

1. KLAWONN, Frank, (2012). Introduction to Computer Graphics using Java 2D and 3D, 2nd. Edition. Springer Ed.

2. HEARN, Donald & M. Pauline Baker, (1995). Gráficas por computadora 2a edición, Ed. Prentice Hall Hispanoamericana. México.

3. FOLEY, James & Andries Van Dam, (1996). Introducción a la graficación por computador, Ed. Addison Wesley Iberoamericana.

4. GONZÁLEZ, Rafael C. & Richard E. Woods, (1996). Tratamiento digital de imágenes (2a. Edición), Addison- Wesley Longman, México.

5. DEMEL, John T. & Michael J. Miller, Gráficas por computadora., Ed. McGraw Hill.

6. ROGERS, David F., Procedural Elements of Computer Graphics, 2nd Edition, Ed. McGraw Hill.

7. MORTENSON, Michael E., Mathematics for Computer Graphics Applications: An Introduction to the Mathematics and Geometry of Cad/Cam, Geometric Modeling, Scientific Visualization, and Other Cg Applications, 2nd Edition, Ed. Industrial Press Inc.

8. BENSTEAD, Luke, Beginning OpenGL Game Programming, 2nd Edition, Course Technology.

9. LINDLEY, Craig A., Practical Image Processing in C., Ed. John Wiley and Sons Inc.

10. PREPARATA, Franco P., Computational Geometry, Ed. Springer-Verlag.

11. HILL Jr., F. S., Computer Graphics Using Open Gl., Ed. Prentice-Hall.

12. PARENT, Richard Parent. Computer Animation: Algorithms and Techniques, Ed. Morgan Kauffman.

13.WATT, Alan H., (2000). 3D Computer Graphics Ed. Addison Wesley, 3rd Edition, Wokingham, England, ISBN 0201398559.

14. WATT, Alan H. & Watt, Mark, (1992). Advance animation and rendering techniques: theory and practice, 1st Edition, Ed. Addison-Wesley Professional, ISBN 0201544121.

15. FOLEY, James D.; Dam Van, Andries; Feiner, Steven K.; Hughes & John F., (1995). Computer graphics: Principles and Practice in C, Ed. Addison-Wesley, 2nd Edition, Pórtland, ISBN 020184840.

16. ANDRIES, Van Dam, James D. Foley, John F. Hughes & Steven K. Feiner, Computer graphics, 2nd Edition, Addison-Wesley Publishing Company.

17. CORDERO Valle Juan Manuel & Cortés Parejo José, (2002). Curvas y superficies para modelado geométrico, Ed. RA-MA, ISBN 8478975314.

18. NEWMAN, William N., Sproull & Robert F., (1979). Principles of interactive computer graphics, Ed. McGraw Hill, ISBN 0070463387.