Introduction

SCC-1010: Graphics 3511, 2019

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TESVG Christian Millán SCC-1010 2019

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1. Course logistics

When

- Tus 1:00 3:00 pm.
- Thu 1:00 3:00 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.

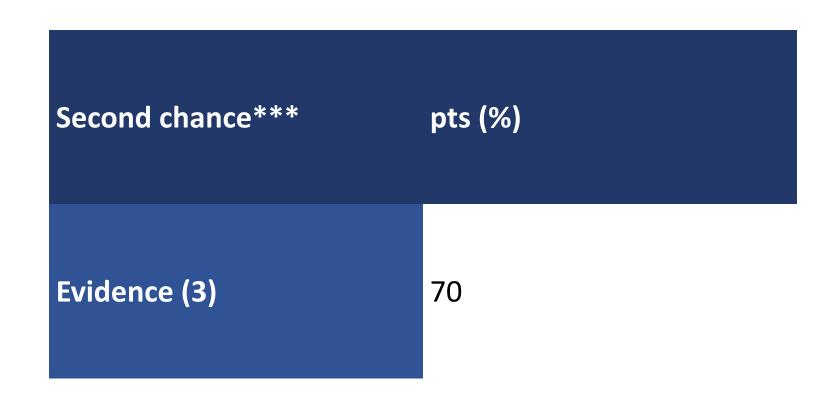
Unit 4. Fill, Illumination, and Shading.

Unit 5. Introduction to Computer Animation

Unit	September				October					November					December				Junary					Fe	
	1	2	3	4	5	6	7	8	9	1	1	1 2	1 3	1 4	1 5	1 6	1 7	1 8	1 9	2	2	2 2	2 3	2 4	2 5
Unit 1																									
Unit 2																									
Assessment 1																									
Unit 3																									
Uniit 4																									
Assessment 2																									
Unit 5																									
Assessment 3																									
Second chance																									

4. Assessment criteria

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



^{*} 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

Join to the group: **Sziume**

Sign up www.capacitaparaelempleo.org

Take the course: Control de versiones

Tecnología>>Control de versiones

- Basic Java
- Basic Command Line



6. Text

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- 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.
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- 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.
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- 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.
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- 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.