

# Introduction

SCC-1010: Graphics 3511, 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

[illegible]

## 4. Assessment criteria

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](http://www.edmodo.com)  
Join to the group: **sziume**
- Sign up [www.capacitaparaempleo.org](http://www.capacitaparaempleo.org)  
Take the course: **Control de versiones**  
*Tecnología>>Control de versiones*
- Basic Java
- Basic Command Line



# 6. Text

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3. FOLEY, James & Andries Van Dam, (1996). Introducción a la graficación por computador, Ed. Addison Wesley Iberoamericana.
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8. BENSTEAD, Luke, Beginning OpenGL Game Programming, 2nd Edition, Course Technology.
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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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17. CORDERO Valle Juan Manuel & Cortés Parejo José, (2002). Curvas y superficies para modelado geométrico, Ed. RAMA, ISBN 8478975314.
18. NEWMAN, William N., Sproull & Robert F., (1979). Principles of interactive computer graphics, Ed. McGraw Hill, ISBN 0070463387.