

CSc 471 - Fall 2019

Course Introduction

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University of Victoria
Department of Computer Science

September 5, 2019

CSc 471 is an advanced graphics course focusing in computer rendering. Specifically, we shall be focusing on real-time rendering using C++ and OpenGL. Topics include:

- Rendering pipeline and the GPU,
- Shading,
- Texturing,
- Light and Colour,
- Physically-based shading,
- Local and Global Illumination,
- Rendering optimizations.

Undergraduate Advisor

- Irene Statham (cscadvisor@uvic.ca)
- Office: ECS 512
- Undergraduate Advising Hours:
 - MWF 10:00-12:00
 - TR: 13:30-15:30

Administrative Announcements

- If you are taking this course for the third (or greater) time, you must request, in **writing**, permission from the Chair of the Department and the Dean of the Faculty.
- If you have not met **all** the prerequisites for this course, you must receive department permission to stay in this class. If you do not receive permission, you will be **automatically dropped from the course** and a prerequisite drop will be recorded on your transcript
- In both of the above cases, you should visit the undergraduate advisor for more information.

Lectures

- Mauricio A. Rovira Galvez (marovira@uvic.ca)
- Lectures: MTR 17:30-18:20 in ECS 108
- Office: ECS 621

Labs

- Mauricio A. Rovira Galvez
- Thursdays 18:30-19:20

Mauricio's Office Hours

- MT 18:30-19:30

This course will use the Department of Computer Science's conneX course management system for grades and assignments.

`https://connex.csc.uvic.ca/`

Lecture material, code samples, etc will be provided in a separate Github page. **Lecture notes are not comprehensive, and may not include all material covered in class. You are responsible for all material covered in lectures and labs, including material which is not posted afterwards.**

`https://github.com/marovira/csc471_fall2019`

Evaluation Scheme (1)

Assignments

Programming Assignments (4):	32%
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Exams

Exam 1 (October 28, 2019):	15%
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Exam 2 (December 3, 2019):	15%
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Project

Programming project :	28%
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In-Class Presentations

In-Class Presentations:	10%
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Evaluation Scheme (2)

Exams:

Exams 1 and 2 will be 50 minutes long and held during the regular lecture time. Both exams will be open-book and open-notes (but no electronic devices will be permitted).

Assignments:

Assignments will be primarily programming based. All assignments will employ a graphics development framework.

Programming Project:

A coding project implementing an advanced topic in rendering. Topics will be provided later in the course.

In-Class Presentations:

A short, 10 minute presentation on an assigned topic in rendering. Topics will be provided later in the course.

Evaluation Scheme (3)

Missed Work:

Exceptions will be made for missed work (including late assignments) **only** in cases where an academic concession (with documentation) applies. Links to the relevant university policies are available from the posted official course outline.

Academic Integrity:

Plagiarism detection software will be used on assignment submissions where appropriate. Academic integrity violations will be reported to the department's academic integrity committee with recommendations for appropriate penalties. Links to the relevant university policies are available from the posted official course outline. Note that the university's guidelines clearly state that handing an assignment which is mostly or entirely plagiarized should result in a grade of F being given for the course.

Evaluation Scheme (4)

Acceptable Collaboration:

Computer Science and Mathematics are inherently collaborative disciplines, even if the stereotypes might say otherwise. You are encouraged to discuss all aspects of this course, including assignment questions, with your peers.

However, your actual assignment submissions must be your own work, and should be created independently (in your own words). Handing in the work of another student and claiming it as your own is plagiarism. Sharing your submission with another student (or the internet), even if it is not directly copied by anyone else, is also plagiarism.

Rule of thumb: Talk to your peers about assignments and collaborate on conceptual solutions, but **do not** look at each other's code (either over the shoulder or by sharing it electronically).