

	Date	Lecture	Reading	Exercises
1	06.09	Polygon Rendering - Coordinate Systems	2.1 -10	02561-01
2	13.09	Polygon Rendering - C.S. Input Devices & Interaction	2.1 – 10, 3.1	02561-01 02561-02
3	20.09	Input Devices & Interaction	3.2 – 3.11	02561-02
4	27.09	Projection (Virtual camera) Transformation	1.3-1.5, 4.3-4.12, 5-5.7	02561-03
5	04.10	Local Illumination -Gouraud & Phong shading	5.8, 6-6.10	02561-04
6	11.10	3D Models	4.6, notes	02561-05
7	25.10	Texture Mapping	7.4 – 7.6	02561-06
8	01.11	Projection Shadows, Rendering pipeline	5.10, 7.5.6, 7.10-7.10.3 10.3, 8.11	02561-07
9	08.11	Shadow Mapping	5.11, 7.5.6, 7.12, Notes	02561-08
10	15.11	Reflections	7.1, 7.10-7.10.3, Notes	02561-09
11	22.11	Environment & Bump Mapping	7.7 – 7.9	02561-10
12	29.11	Project – “free topic” or (NURBS) or	xxxxxxxxx (11.8-11.8)	02561-11pa (02565-11pb)
13	06.12	(Datavisualization) or (Volume Graphics)	(11.13,12.15) (12.10-12.15)	(02561-12pc) (02565-13pd)

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