02561 COMPUTER GRAPHICS   DTU . COMPUTE

COURSE: 02561 Computer Graphics
SEMESTER: E2017, Course group E5 A

PRACTICAL INFORMATION

Time and place	The course runs in E5 A, Wednesdays 8-12. The lectures are given Wednesdays 8-10 in Building 308, Aud. 11. The rest of the time is reserved for exercises. They run in the VR-databar Building 305 room-IT005 and in the neighbor databar IT006 from 10-12.
Lecturer	Niels Jørgen Christensen, njch@dtu.dk Jeppe Frisvad, jerf@dtu.dk
Tutors	Andrea Luongo, aluo@dtu.dk Florian Gawrilowicz, flgw@dtu.dk
Curriculum	A preliminary list of lecture subjects and required readings are given as appendices/in a separate file
Exercises	Exercises are given according to the curriculum and solved either during the "databar tutorials", the lectures, or at home. Most of the exercises are compulsory and have to be delivered as a part of the examination together with a project. The databar tutorials take place in the VR-databar in building 305, room IT005 and in room IT006 (as an overflow room). The number of machines reserved for our purposes is announced in the databar. For most of the exercises, the graphical package WebGL including GLSL (Graphics Library Shading Language) is used. This year version of WebGL is 1.5 The first exercise takes place on Wednesday, the 6th of September 8-12. The exercises are solved in groups of two persons. Already at the first lecture you can register in groups. You can also find a partner at the first exercise. Groups may work together if it is indicated in the delivery.
Userid, access	The user-id. for login to the computer system is your ordinary user-id for the Campusnet. You can use the databar in the period reserved for the course. At other times you have to respect reservations. In vacant periods or when a course does not fully use the reservation made you can use the workstations on "a first come first served" bases. Remote login to the VR-databar is not allowed. You may need your student identity card to get entrance permission to the databar and you have to show the card on any request.
Data storage	You can store your data on the databar system (usually the student disk S (\\nas1.dtu.dk), on a local temporary disk L, or the local server VR00 (disk N). Disk L and N are only available for special purposes. Never store anything on the C-disk!!! The C-, L-, and N-disk you also should consider as temporary disk, which may be cleaned daily. You may use a memory key or CD-RW for extra backup.
Questions	Normally, questions concerning the exercises are answered in the

ordinary classes. Outside these periods you may use the "newsgroup" on the "Campusnet". However, you should show up for the exercises as the tutors are only paid for this period. Questions about the lectures are answered at the lectures and just after the lectures.

Delivering of exercises	In order to count in the examination, the solution to an exercise has to be handed in for evaluation. The delivery must be due on Tuesday the 22th of December 2017. (Notice that the VR-databar may be fully occupied 8-17 by other courses in the 3-week period in January).The answers must be delivered electronically on CN. The answer on CN includes a front page followed by the individual exercises. The solution to an exercise includes a short text, the drawings (could be screen copies), and the program listings. The layout of the "front page" is free but must include information on course no., course title, period, your full name and your student id and birthday. You deliver in groups of max. two students or individually. For group delivery you need to state in which way each person has contributed to the delivery. If this information is missing the delivery is not accepted!!! The delivered answers are considered as examination answers and will not to be returned to you.
Project	At the end of the course you make a minor project concurrently with the exercises. Typically, the project could be an extension of an exercise from the course. However, the subject of the project is more or less free as far as it has a reasonable connection with the course, but you need to hand in a small project description (1/2 - 1 page) and to get it approved in beforehand. The project is handed in together with the exercises (see above). The delivery must furthermore include a small report of the project so it is possible to understand what has been developed and the intensions and the ideas behind.
Evaluation	The material from the exercises and project is evaluated as a unit. However, as a crude indication the exercises count about 50-60% of the overall result. The project counts for the rest.
Material	Textbooks (B), Edward Angel, Dave Shreiner: Interactive Computer Graphics, A Top-Down Approach with WebGL, 7th Edition – **Global Edition**, Pearson, 2015.
Supplement	K. Matsuda & R. Lea: WebGL Programming Guide – Interactive 3D Graphics Programming Guide, Addison-Wesley 2013 Notes (A), and manuals (M) are used in the course, see the literature list. The main textbook is available from Polyteknisk Boghandel. The rest of the manuals and notes are distributed on CN as the course proceeds.
Information	Further information may be obtained from the Campusnet - The Web page of the course: http://www.imm.dtu.dk/courses/02561 is phased out.

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