



Computer Graphics and Visualization

<http://www.cs.umu.se/kurser/TDBC07/>



Instructors and Assistants

Instructors: **Pedher Johansson**, pedher@cs.umu.se,
room MC443

Anders Backman, andersb@cs.umu.se,
room MC245

Assistants: **Anders Pettersson**, pettsson@cs.umu.se,
room NAdv103

Johan Jonsson, johanj@cs.umu.se,
room NAdv103



Course Description

Mål och innehåll

Kursen mål är att ge kunskaper om teoretiska grunder för 2- och 3-dimensionella grafiska metoder och ge en förståelse för tillämpningar av dessa metoder inom vetenskaplig visualisering. Under kursens gång behandlas algoritmer för rastergrafik, geometriska transformationer, vyer och projektioner, fastställande av synliga linjer och ytor, färgteori, illumination och färgtonssättning.



Litterature

Computer graphics with OpenGL, 3rd Edition



Donald Hearn, M. Pauline Baker,
Prentice Hall
ISBN: 0-13-015390-7,
880 pages.



Examination

Written Exam

January 19, 2005, Skrivalsal 7
100 p total, 50 p required

3 Mandatory Projects

Functionality and code quality need a passing grade

Project presentation

Participation and one oral presentation required



Projects

- 3 mandatory projects
- Done individually
- No report is required, but the code needs to be handed in on paper and made available on your CS-account
- Compliant with Linux (or Solaris)
- At least one oral presentation is needed



Bonus points

Possible to get bonus on the projects
to raise the final grade (to 4 or 5)

Requirements:

- Hand in the project on time
- Participation and oral presentation for project 2 and 3

Bonus will be given for:

- Quality and extent of functionality
- Presentation performance



Oral Presentations

For Project 2 and 3

- The presentation is done to a group of 6-7 people
- A slot can be booked online before deadline
- A demonstration of the functionality is required
- Prepare and look up available presentation software and OS's



Schedule

<http://www.cs.umu.se/kurser/TDBC07/HT04/schedule.html>

- Lectures
 - Monday, Thursday 13.15-15.00, MC413 “the Icebox”
- OpenGL introduction
 - Wednesday, November 3
 - 13.15 – 15.00 Last names A-L
 - 15.15 – 17.00 Last names M-Ö
- Presentations
 - Scheduled after projects are due



Course Evaluation

- Done online at the end of the course
- Response groups
 - ✓ Four persons
 - ✓ Three meetings during the course
 - ✓ Approx. 30 min