

BBM 414 - COMPUTER GRAPHICS LAB.

SYLLABUS

Instructor:

Asst. Prof. Ufuk Çelikcan

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office: Room 204 of the Dept. of Computer Engineering Building.

Subjects:

- 1- Introduction, Graphics Systems And Models
- 2- Graphics Programming
- 3- Geometric Objects And Transformations
- 4- Viewing
- 5- Lighting And Shading
- 6- From Vertices To Fragments
- 7- Discrete Techniques

Grading:

- There will be 5 experiments assigned during the semester.
- Submissions for the experiments are prepared individually
- The assignments will be implemented in C/C++ with Shader-Based OpenGL.
- Each experiment will be announced at least two weeks before its deadline.
- Students are required to submit for all 5 assignments in order to not receive an F1 grade.
- Each submission is to include
 - the entire project directory including source files, header files, accessory files and the compiled executable in a zip file.
 - and a comprehensive report explaining the employed methods, description of functions, and any other crucial implementation detail that explain the code. If the submitted implementation is incomplete, i.e., the submission does not feature the described experiment in full, then the report is required to indicate these missing features and the methods that are tried to achieve them but failed.
- Submissions are not required to be complete as a whole. Separate parts and features of an experiment receives separate partial grades. **Any submission, no matter how incomplete it is, receives a partial grade as long as it includes a proper report as described above.**
- **A submission without a proper report is regarded as void, i.e., not submitted, and therefore receives a 0 grade.**

- The final grade will be the sum of the best 4 grades (each with a 25% weight) a student receives during the semester out of the possible 5 grades (one for each experiment).

Labs:

The TA(s) will be present at the designated BBM414 lab/classroom throughout all lab sessions during the semester telling you about the assigned experiment, helping you overcome the implementation problems and guide you to rectify your errors.