BBM 414 - COMPUTER GRAPHICS LAB.

SYLLABUS

Instructor:

Dr. Ufuk Çelikcan
e-mail: celikcan@hacettepe.edu.tr
office: Dept. of Computer Engineering Building. Second Floor
office hours: you may request a meeting by sending an e-mail to the above address.

TA:

Zeynep Bala
e-mail: zeynepbala05@gmail.com
office hours: To Be Announced

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
8- Modeling And Hierarchy

Grading:

- There will be 5 assignments during the semester. Each assignment makes up 20% of the total grade.
- Assignments will be implemented in Javascript with WebGL 2.0.
- Students are required to submit for at least 4 of these 5 assignments in order to not receive an F1 grade. [DÖNEM BOYUNCA VERİLECEK 5 ÖDEVDEN EN AZ 4 TANESİNİN TESLİM EDİLMESİ (SİSTEME YÜKLENMESİ) GEREKİYOR]
- Each submission is to include the entire project directory including source files and accessory files.
• Submissions are not required to be complete as a whole. Separate parts and features of an experiment receive separate partial grades.

Lab Sessions:
• The TA will be present at the Computer Graphics Lab during the lab sessions.
• The TA will tell you about your assignment, help you with the implementation problems and guide you to rectify your errors.
• The TA will NOT code any part of your assignment for you.