

# BBM 414 - COMPUTER GRAPHICS LAB.

## SYLLABUS

### Instructor:

Dr. Ufuk Çelikcan

e-mail: [celikcan@hacettepe.edu.tr](mailto: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 ÖDEV DEN 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.