Course Overview

Computer Graphics

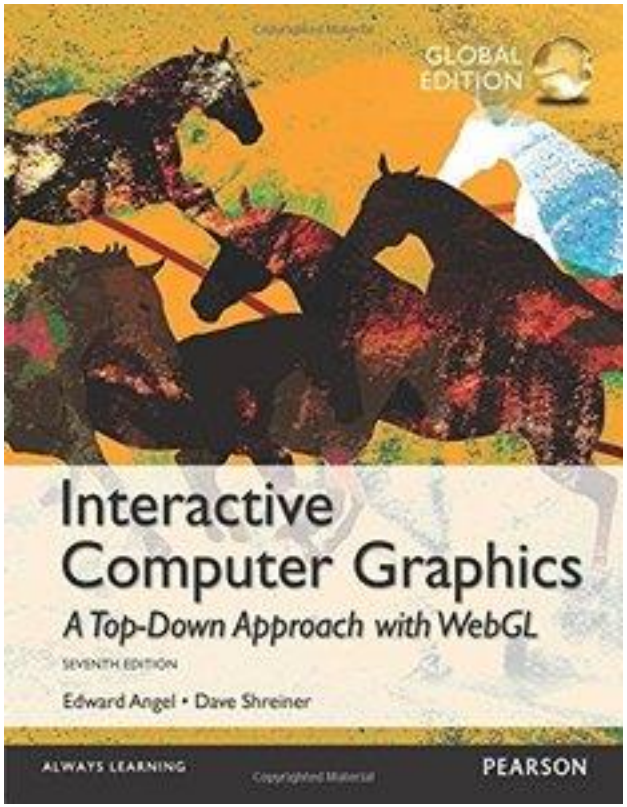
Yu-Ting Wu

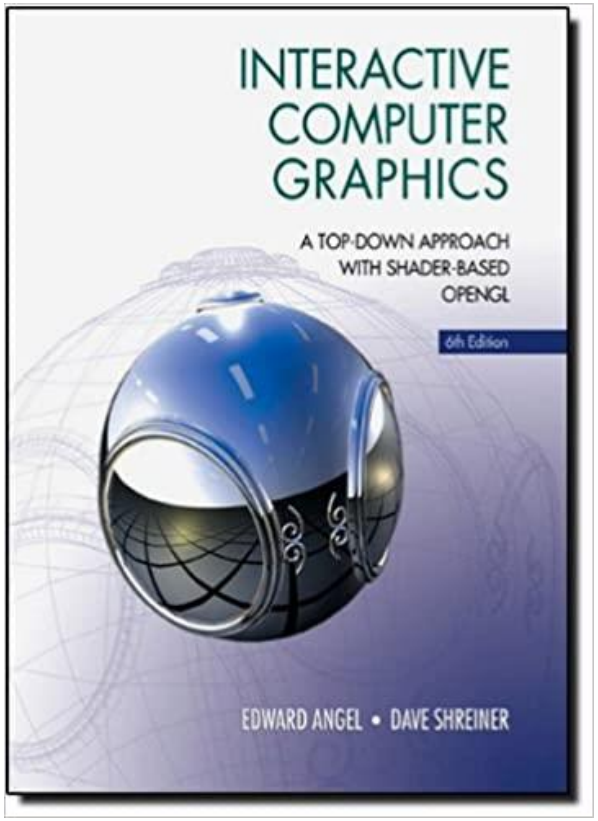
Course Information

- **Meeting time:** 09:10 - 12:00, Monday
- **Classroom:** 電2F-03
- **Instructor:** 吳昱霆 (Yu-Ting Wu)
- **Teaching assistants:** 林彥丞
- **Course webpage:**
  - *https://kevincosner.github.io/courses/CG2025/*
- **Grading:**
  - Assignments: 45% (3 HWs, 15% × 3)
  - Midterm 25%
  - Final exam: 25%
  - Rendering competition: 5%

Textbook (Optional)

- **Interactive Computer Graphics: A Top-Down Approach with WebGL (7th) / Shader-based OpenGL (6th)**





HW Late Policy HW

- One day 90%
- Two days 80%
- Three days 70%
- Four days 60%
- Five days+ 50%
- E.g., assume the deadline for the HW is 12/24 23:59 and you submit your HW on 12/25, you will get a 10% penalty

- You are encouraged to discuss HWs with your classmates; however, the code should **NOT** be highly similar
  - **If caught, you will get ZERO**

Class Rules

- You are welcome to ask questions
  - Raise your hands anytime in class
  - Send an email to me anytime out of class
  - **Please be polite and always reply to the mail!**

- DO **NOT CHAT** in the class

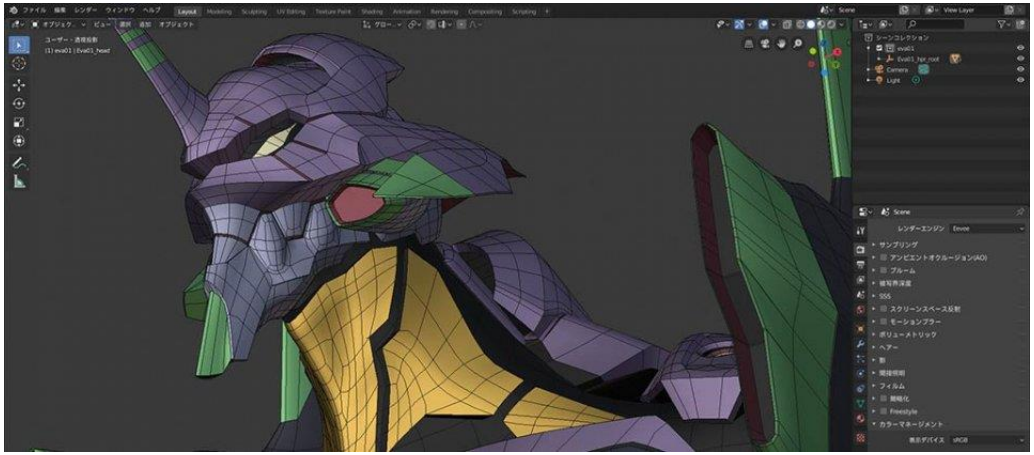
Copyright Statement

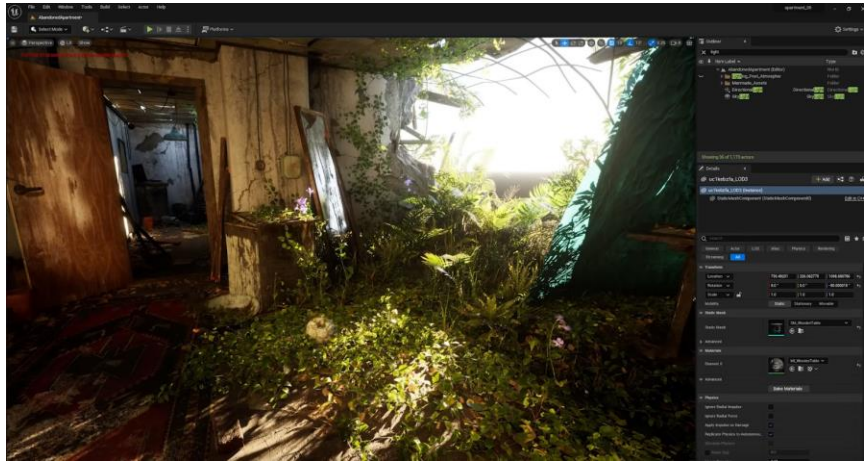
- Some of the materials (mostly images) are borrowed from the Internet (copyright belongs to the creators)
- Thereby, please do **NOT** share the slides out of the class


CAUTION
WET
FLOOR

This Course is NOT about using 3D Editors

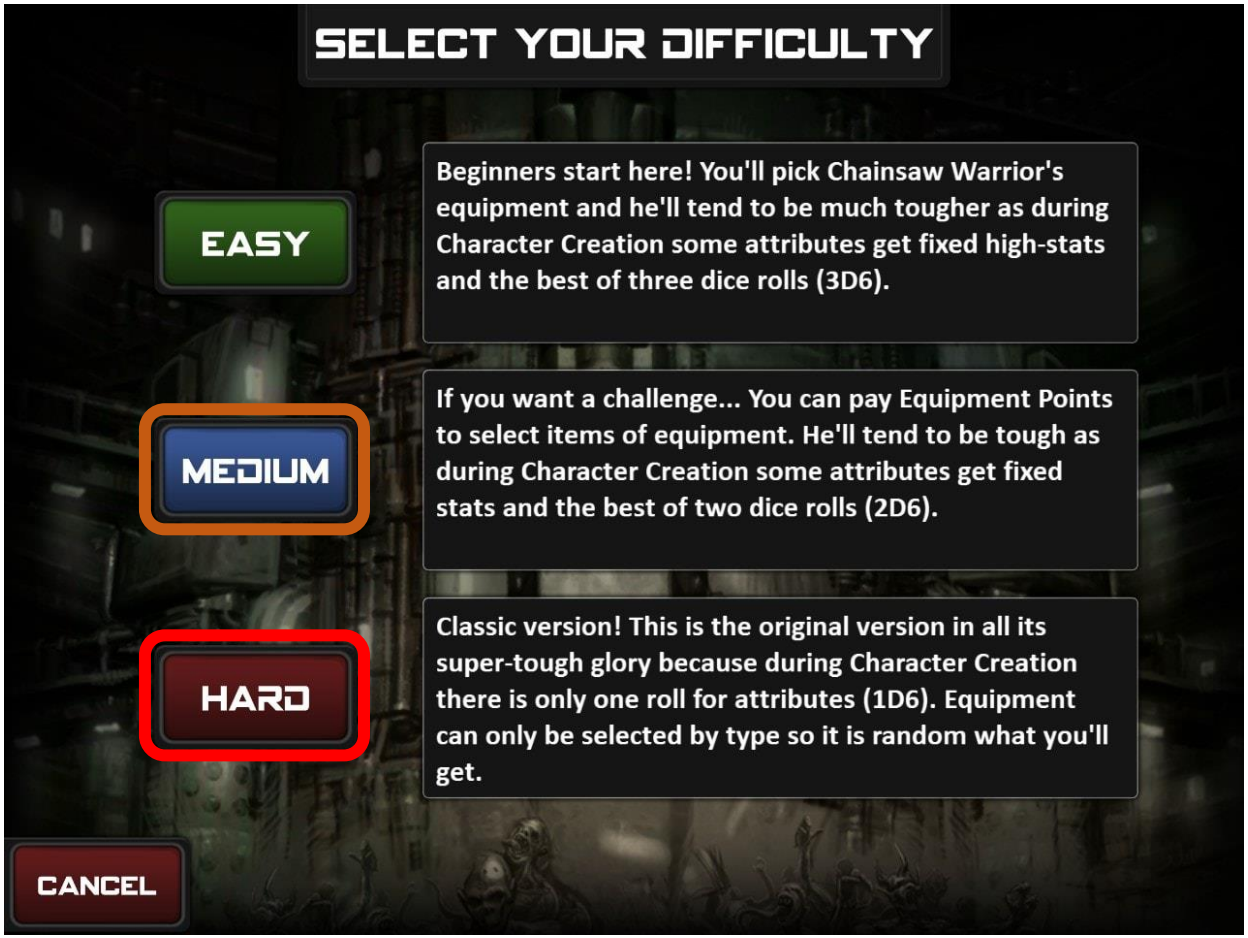
- Instead, we learn the techniques behind the software!





This Course is NOT about AI

This Course is NOT Easy!



We only have Medium and Hard modes

What You Will Learn!

The composition of this course:

- Learn the basic concepts of **3D** computer graphics, especially in **modeling** and **rendering**

50%

- Learn how to program with **graphics API (OpenGL)**

50%

WE ARE GOING TO WRITE C++ CODES!

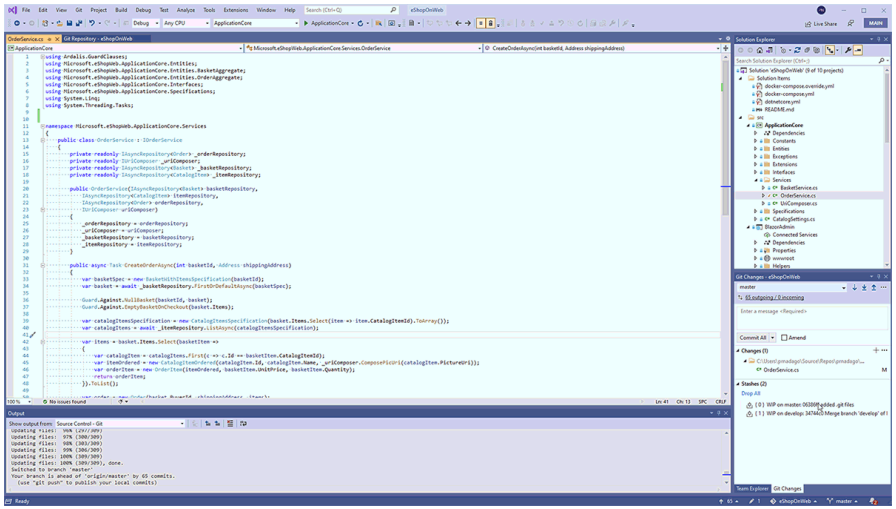
Prerequisites

- **C++ programming experience is required**
- Basic knowledge of **data structure** and **object-oriented programming** is essential

- It is a **plus** if you
  - Are familiar with **linear algebra**
  - Have taken my course, **Multimedia Technology and Applications**

Prerequisites (cont.)

- For all HWs, we will provide a skeleton code of the **Visual Studio Community 2022 Project** on **Windows**
  - Download the free IDE from https://visualstudio.microsoft.com/zh-hant/vs/community/




END OF PRESENTATION
ANY QUESTIONS?