



Course Overview

Computer Graphics

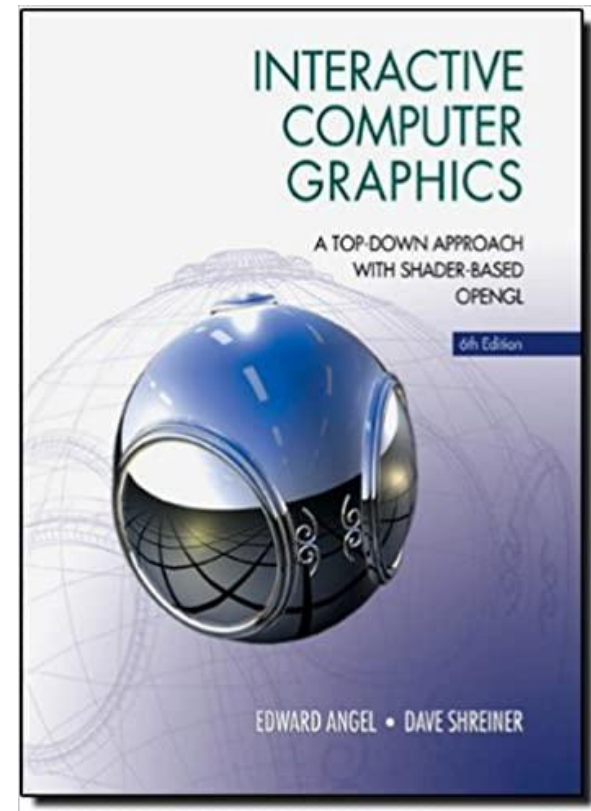
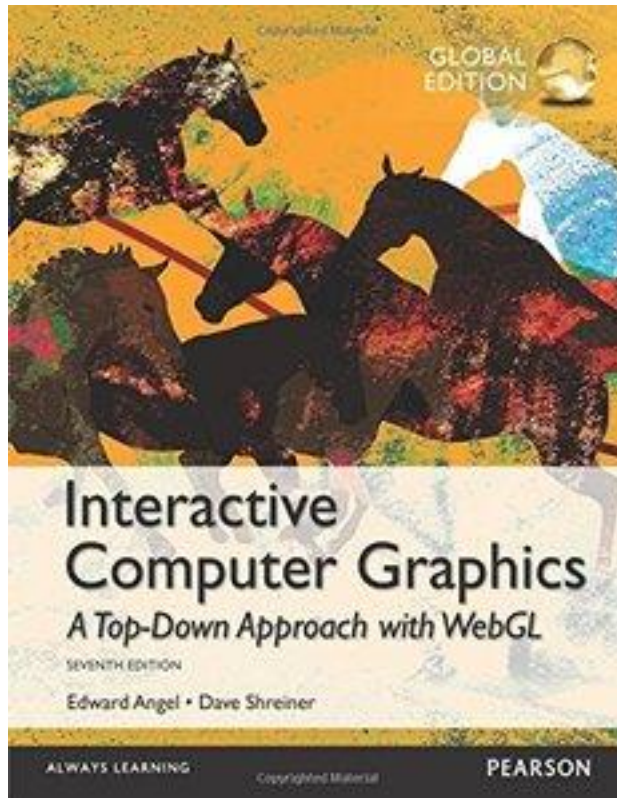
Yu-Ting Wu

Course Information

- **Meeting time:** 09:10 - 12:00, Monday
- **Classroom:** 資1F-04
- **Instructor:** 吳昱霆 ([Yu-Ting Wu](#))
- **Teaching assistants:** 蔡杰霖 池育茜
- **Course webpage:**
 - <https://kevincosner.github.io/courses/CG2026/>
- **Grading:**
 - Assignments: 45% (3 HWs, 15% × 3)
 - Midterm quiz: 15%
 - Final exam: 35%
 - 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



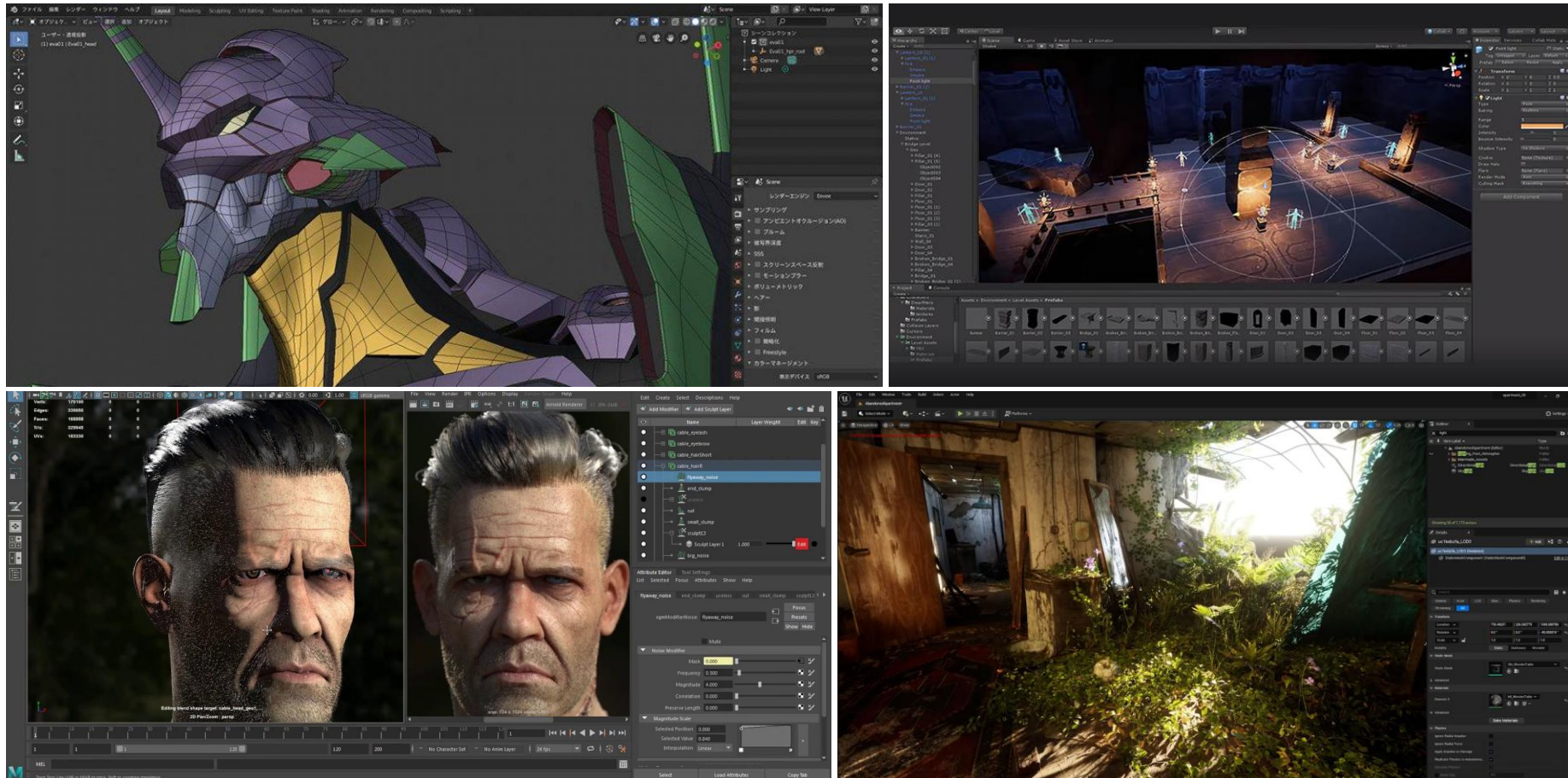
Copyright Statement

- 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



This Course is **NOT** about using 3D Editors

- Instead, we learn the techniques behind the software!



This Course is **Less** 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 2022/2026 Project on Windows**
 - Download the free IDE from <https://visualstudio.microsoft.com/zh-hant/vs/community/>

