

CSC – CPE 476: Real-time 3D Computer Graphics Software Systems Syllabus

Professor: Zoë Wood

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Schedule: Lecture T/TH 12:10-1:30 Lab 1:40-3:00pm

Location: lecture: 192-331 lab: 14-303

General: Welcome to 3D gaming. This course will teach you *some* of the important computer graphics principals of 3D games. This course is primarily focused on the graphics components of interactive 3D games/worlds. We will cover advanced real-time graphics techniques mostly in the context of games. **This course requires substantial math and programming skills.** Experience with C or C++ will be essential and experience with linear algebra will be very helpful. We will be using OpenGL for our graphics APIs, along with C++ to create computer graphics games throughout the quarter. You are welcome to develop your programs under varying operating systems as long as the final programs can be demonstrated and run on multiple machines for the final game play demo.

Assignments:

- 2 mid-term exams (20% of final grade)
- 3 lab/programming exercises (12% of final grade – 3-4% each)
 - OpenGL & C++ application
- One larger team final programming project (60% of final grade)
 - of your team's choice (again using OpenGL and C++)
 - project must be approved by the instructor (see final project proposal & rubric)
 - teams will be 4-8 people – see instructor for exceptions
 - all teams must meet in quarter deadlines (see syllabus for tentative deadlines)
 - Note that assessment will be made via input from team members for each milestone.
- Final game play assessment (5% of final grade)
- Participation (3% of final grade)
 - attend class/ talk in class or office hours interaction

Please see the program description for deadline details. There is a strict late policy for all assignments – **no late programs/project demos will be accepted.**

Text: “Real-time rendering” (2nd Edition) Tomas Akenine-Moller and Eric Hanes (required)

Recommended: Any good OpenGL reference, (e.g. “OpenGL: A primer” by Edward Angel or “OpenGL: programming guide” by OpenGL ARB)
 “Making Comics” and “Understanding Comics” by Scott McCloud

Honesty: Do not take unfair advantage of your classmates. Plagiarism, cheating, and other forms of academic dishonesty will be reported and can have very serious consequences for your academic career. You will be failed from this class and a letter will be put in your file with Cal Poly Judicial Affairs if you cheat. All exams and quizzes are individual efforts. Labs and programming assignments will be specified as either individual or pair/team assignments.

The following schedule for the lectures and assignments may change and is provided to give you a rough outline of the topics we will cover and the timings of your final project reviews. Note that the pairing of reading with topics will likely not change and you are strongly encouraged to use the book as a resource! In other words read the related chapters!

Week 1	1/3/12	Introduction – Games & Design	
	1/5/12	Graphics pipeline review	Marketplace to form teams
	Read	<i>Chpt. 2 from RTR (&Chpt. 3 if necessary)</i>	Project Proposal Due
Week 2	1/10/12		
	Read	<i>Chpt. 2 from RTR (&Chpt. 3 if necessary)</i>	
	1/12/12	Geometry in games – characters, terrain & acceleration	
	Read	<i>Chpt. 9 & 11 in RTR</i>	
Week 3	1/17/12	MONDAY CLASSES – NO CLASS Performance – spatial data structures	Lab 1 due
	Read	<i>Chpt. 9 from RTR</i>	
	1/19/12	Performance – view frustum culling	
	Read	<i>Chpt. 9 from RTR</i>	
Week 4	1/24/12	Geometry in games – level of detail I	
	Read	<i>Chpt. 11 in RTR</i>	
	1/26/12	Geometry in games – level of detail II	25% Final project
	Read	<i>Chpt. 11 in RTR</i>	
Week 5	1/31/12	Performance and Geometry review	Lab 2 due
	Read	<i>Chpt. 2 & 9 & 11 from RTR</i>	
	2/2/12	Midterm 1	
		<i>Your notes from lecture</i>	
Week 6	2/7/12	Lighting review & texture review	
	Read	<i>Chpt. 4.1-4.3 in RTR & ppt slides</i>	
	2/9/12	Texturing methods (e.g. light mapping)	50% Final project

	Read	<i>Chpt. 5.4-5.7 in RTR</i>	
Week 7	2/14/12	Texturing methods (environment & bump mapping)	
	Read	<i>Chpt. 5.4-5.7 in RTR</i>	
	2/16/12	Lighting in games– vertex & pixel shaders	
	Read	<i>Chpt. 6 in RTR</i>	
Week 8	2/21/12	Lighting in games - shadows	
	Read	<i>Chpt. 6 in RTR</i>	
	2/23/12	Lighting in games - shadows	
		<i>Chpt. 6.12 in RTR</i>	Lab 3 due
Week 9	2/28/12	Effects in games – particle systems, billboarding	75% Final project
	Read	<i>Chpt. 8 from RTR</i>	
	3/1/12	Performance – alternative rendering	
		<i>Chpt. 9 from RTR</i>	85% Final project
Week 10	3/6/12	*Performance – pipeline optimization	
	Read	<i>Chpt. 10 from RTR</i>	
	3/8/12	*Midterm 2	
		<i>Your notes from lecture</i>	
Final	3/15/12	*Thursday 1:10-4pm	100% Final project