

CMP 160
Spring 2007

Tentative Course Outline

Week	Dates	Topics	Chapters	Program/Exam/Assgn
1	Apr 3 Apr 5	Overview Prog1: OpenGL/FLTK warm up Line Drawing Anti-Aliasing		
2	Apr 10 Apr 12	2D Transformations Prog2: 2D Drawing 2D Transformations General Scaling/Rotations		Program 1 (Apr 11)
3	Apr 17 Apr 19	3D Transformations Quaternions		Program 2 (Apr 20)
4	Apr 24 Apr 26	Viewing Transformations Virtual Trackball Prog3: Trackball/Transformations 3D Model-View Transformations		
5	May 1 May 3	Midterm Exam 1 Color Pseudo-Coloring/Glyphs		
6	May 8 May 10	Textures Lighting Program 4: Tessellation/Coloring		Program 3 (May 9)
7	May 15 May 17	Shading, Transparency Modeling Curves Modeling Surfaces Hierarchical Modeling, CSG NURBS, Subdivision, Quadrics, Blobs		
8	May 22 May 24 Hidden Surface Elimination	Line Clipping Polygon Clipping Polygon Filling Final Project Discussion		Program 4 (May 23) HW 1 Due
	May 29 May 31	Keyframe Animation Particle and Behavioral animation Visualization		HW 2 Due
10	June 5 June 7	MidTerm Exam II Ray Tracing/ Radiosity		Midterm Exam 2
11	June 13	Project Demos		Final Project (12noon)