Computer Graphics
An Overview

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State Key Lab of CAD&CG, Zhejiang University
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Welcome to the World of Computer Graphics
Course Objectives

- Fundamental course
- You will know:
  - Fundamental problems addressed by CG
  - Basic principles and methods
  - Basic programming skills for developing CG systems.
  - To cultivate the habit and ability to solve problem on one's own legs
Course Objectives

• While the course is NOT a graphics programming tutorial

• The assignments and active participation in projects will ensure that you acquire very good graphics programming skills using OpenGL.

What it's not about?
Photoshop, AutoCAD, Maya, Renderman
Course Text

- Fundamentals of Computer Graphics, Peter Shirley, Steve Marschner, AK Peters
- 计算机图形学——原理、方法及应用，潘云鹤, 董金祥, 陈德人，2003
- OpenGL Distilled, Paul Martz, Addison-Wesley, Addison-Wesley Professional; 1ST edition (OpenGL 2.0精髓, 人民邮电出版社)
- http://nehe.gamedev.net - The NeHe tutorials
Textbooks

Real-Time Rendering, Third Edition

Zhejiang University  
Hongxin Zhang @ CAD, 2013
Course Faculty Details

- **Instructor:**
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- **Tel:** 13958011790
- **Office hours:**
  - 玉泉 Wednesday, 1:00-2:00
Evaluation

- 30% : Assignments
- 40% : Final Exam
- 30% : In-class performance
  - in-class quiz, attendance, question-answer
Course Website

- FTP (TBD)
  - ftp://cg2013:cg2013@yquan.org
  - Download courseware
  - Upload homework
    - Name format: NAME_ID_number.rar (or .zip)
    - Example: 许星_30801006**_2.rar

- WEB
  - http://give.zju.edu.cn/cgcourse
More ...

- https://graphics.stanford.edu/wikis/cs148-10-fall

Pat Hanrahan
Homework today

• Send an e-mail containing to TA (邹瑶瑶, poluo@vip.qq.com)
  • include your name, ID, e-mail address
  • wechat number (not necessary, but recommended),
  • even a brief greeting to TA
• It’s A0