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

- 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
Course Faculty Details

• Instructor:
  • 张宏鑫  zhx@cad.zju.edu.cn
  • 唐敏   tang_m@zju.edu.cn
  • 童若锋  trf@zju.edu.cn

• TA:
  • 汪洋（微信：wysoviet）

• Office: 紫金港蒙民伟楼517室
• Tel: 13958011790
• TA hours:
  • 玉泉 Monday, 1:00-2:00PM
Evaluation

- 30% : Assignments
- 40% : Final Examination (or Course Project)
- 30% : In-class performance
  - in-class quiz, attendance, question-answer
Course Website

• 百度云盘
  • zjucgcours@126.com
  • 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
  • http://www.cad.zju.edu.cn/home/zhx/cg/2014
More ...

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

Pat Hanrahan
Homework today

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