1. **Course:** CPSC 453: Introduction to Computer Graphics  
   **Lecture Sections:**  
   L01, MWF 11:00-11:50, ICT 116, Erika Harrison, ICT 555, eharris@ucalgary.ca  
   Office Hours: TR 10:00-11:00 or by Appointment  
   **Course Website:** D2L  
   Computer Science Department Office, ICT 602, 220-6015, cpsc@cpsc.ucalgary.ca

2. **Prerequisites:** One of CPSC 319 or 331, one of MATH 211 or 213, and one of MATH 253, 267, 277, 283 or AMAT 219.  
   (http://www.ucalgary.ca/pubs/calendar/current/computer-science.html#3620)

3. **Grading:** The University policy on grading and related matters is described in sections F.1 and F.2 of the online University Calendar. In determining the overall grade in the course the following weights will be used:  
   - Assignments (4) 40%  
   - Midterm Exam 30%  
   - *In-Class Wednesday November 4th, 2015*  
   - Final Exam 30%  
   This course will have a Registrar's Scheduled Final Exam.

4. **Missed Components of Term Work:** The regulations of the Faculty of Science pertaining to this matter are found in the Faculty of Science area of the Calendar. Section 3.6. It is the student’s responsibility to familiarize themselves with these regulations. See also Section E.6 of the University calendar.

5. **Scheduled Out-of-Class Activities:** REGULARLY SCHEDULED CLASSES HAVE PRECEDENCE OVER ANY OUT-OF-CLASS-TIME ACTIVITY. If you have a clash with this out-of-class activity, please inform your instructor as soon as possible so that alternative assignments can be arranged.

6. **Course Materials:**  
   **Online Course Components:**  
   CPSC 453 Course Notes 2015, Samavati, Olsen & Harrison, University of Calgary – Online on D2L (Required)

7. **Examination Policy:** Examinations will be closed book, with no additional aids allowed. Students should also read the Calendar, Section G, on examinations.

8. **Approved Mandatory and Optional Course Supplemental Fees:** None.

9. **Writing across the Curriculum Statement:** In this course, the quality of the student’s writing in the weighted components of the course will be a factor in the evaluation of these components. See also Section E.2 of the University Calendar.
10. **Human Studies Statement:** Not applicable. See also Section E.5 of the University Calendar.

11. **OTHER IMPORTANT INFORMATION FOR STUDENTS:**

   a) **Misconduct:** Academic misconduct (cheating, plagiarism, or any other form) is a very serious offense that will be dealt with rigorously in all cases. A single offence may lead to disciplinary probation or suspension or expulsion. The Faculty of Science follows a zero tolerance policy regarding dishonesty. Please read the sections of the University Calendar under Section K, Student Misconduct to inform yourself of definitions, processes and penalties.

   b) **Assembly Points:** In case of emergency during class time, be sure to FAMILIARIZE YOURSELF with the information on assembly points which can be found in each classroom and building.

   c) **Student Accommodations:** Students needing an Accommodation because of a Disability or medical condition should contact Student Accessibility Services in accordance with the Procedure for Accommodations for Students with Disabilities available at http://www.ucalgary.ca/policies/files/policies/procedure-for-accommodations-for-students-with-disabilities_0.pdf. Students needing an Accommodation in relation to their coursework or to fulfil requirements for a graduate degree, based on a Protected Ground other than Disability, should communicate this need, preferably in writing, to the Associate Head of Computer Science, Dr. Ben Stephenson, by email bdstephe@ucalgary.ca or phone 403-220-6781.

   d) **Safewalk:** Campus Security will escort individuals day or night (http://www.ucalgary.ca/security/safewalk/). Call 403-220-5333 for assistance. Use any campus phone, emergency phone or the yellow phones located at most parking lot pay booths.

   e) **Freedom of Information and Privacy:** This course is conducted in accordance with the Freedom of Information and Protection of Privacy Act (FOIPP). As one consequence, students should identify themselves on all written work by placing their name on the front page and their ID number on each subsequent page. For more information see also http://www.ucalgary.ca/secretariat/privacy

   f) **Student Union Information:** VP Academic (403) 220-3911 suvpaca@ucalgary.ca, SU Faculty Rep (403) 220-3913 science1@su.ucalgary.ca, science2@su.ucalgary.ca, and science3@su.ucalgary.ca. Student Ombuds Office: (403) 220-6420 ombuds@ucalgary.ca, http://ucalgary.ca/provost/students/ombuds

   g) **Internet and Electronic Device Information:** You can assume that in all classes that you attend your cell phone should be turned off unless instructed otherwise. All communications with other individuals via laptop computers, cell phones or other devices connectable to the internet in not allowed during class time unless specifically permitted by the instructor. If you violate this policy you may be asked to leave the classroom. Repeated abuse may result in a charge of misconduct.

   h) **U.S.R.I.:** At the University of Calgary feedback provided by students through the Universal Student ratings of Instruction (USRI) survey provides valuable information to help with evaluating instruction, enhancing learning and teaching, and selecting courses (www.ucalgary.ca/usri). Your responses make a difference – please participate in USRI surveys.

   Department Approval__________________________________________Date________________________

   *A signed copy of this document is kept on file in the Computer Science Main Office ICT 602*
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CPSC 453 Syllabus

This course gives an introduction to the computational and algorithmic aspects behind computer generated imagery. We shall be focusing on the modelling and rendering phases of the image formation pipeline. Students will gain hands-on experience by implementing some of the algorithms on modern graphics processing units (GPUs) using OpenGL (4.0+).

Tentative Topics Covered:

1. **Graphics Devices and Systems:**
   Review of display devices. Rasterization and colour spaces. Device communication through shader-based OpenGL graphics API.

2. **Geometry and Transformations:**
   Euclidean, affine and projective geometry. Transformations between different coordinate systems.

3. **Graphics Objects:**

4. **Viewing, Lighting & Shading:**

5. **Ray Tracing:**
   Recursive ray tracing and ray-object intersections. Introduction to radiosity.