• Welcome to CS 450 Computer Graphics!

• Computer Graphics is, simply put, the art and science of using computers to generate imagery. In this course, we will:
  • Present and discuss computer graphics approaches, theory, and techniques
  • Implement some of these approaches in code
WHITHER AND WHEN?

• Kunsela Hall C202
• Mondays and Wednesdays
• 10 AM to 11:50 AM (Eastern Time)

• Course Website: http://web.cs.sunyit.edu/~realemj/2016spring/cs450_548/

• Assignments, class agendas, and useful links/information will be posted to the class website as we progress, so be sure to check it frequently!

• All assignment submissions will be made through Blackboard.
“I CANNOT LIVE WITHOUT BOOKS.”
– THOMAS JEFFERSON

• Textbook:
  • “Fundamentals of Computer Graphics” by Marschner and Shirley
INSTRUCTOR

• Dr. Michael J. Reale
  • Please address me as:
    • Dr. Reale, Prof. Reale, Doctor, or Professor
  • Email: realemj@sunyit.edu OR realemj@cs.sunyit.edu
  • Office Phone: 315-792-7227
  • Office Location: Kunsela Hall C224
  • Office Hours: After class, by appointment, or:
    • Tuesdays and Thursday from 12:30pm - 3:30pm

• If you have a question/problem/concern, PLEASE contact me!
ASSIGNMENTS

• This is a programming-heavy course
• ALL code submitted MUST be written in C/C++
  • Exception: Shader code will be written in GLSL
• Assignments will be POSTED to course website: http://web.cs.sunyit.edu/~realemj/2016spring/cs450_548/
• Assignments will be SUBMITTED on Blackboard
• We will have 3-4 assignments
ABOVE ALL...

• Learn!
• Code!
• Have fun!