

CMP 160
Introduction to Computer Graphics
Spring 2003

- Instructor:** Suresh Lodha (lodha@soe)
241 Baskin Engineering, 459-3773
Office Hours: MW 3:00-4:30pm and by appointment
- Time:** MWF 9:30-10:40am
Place: Social Sciences 2; Room Number 179
WWW site: <http://www.soe.ucsc.edu/classes/cmps160/Spring03>
- Text:** *Computer Graphics: C Version*
by D. Hearn and M. Baker, Addison-Wesley
- OpenGL Texts:** *OpenGL Primer*
Addison Wesley
OpenGL Programming Guide
Neider, David & Woo, Addison-Wesley
OpenGL Reference Manual
Addison-Wesley
OpenGL Superbible
by Richard Wright and Michael Sweet, Waite Group Press
- Reference Texts:** *Interactive Computer Graphics: A Top-Down Approach Using OpenGL*
by Edward Angel, Addison-Wesley, Third Edition
Fundamentals of Computer Graphics
by Peter Shirley
Computer Graphics: Principles and Practice
by Foley, Van Dam, Fisher and van Dam, Addison-Wesley
Mathematical Elements for Computer Graphics,
by David Rogers and J. Alan Adams
Graphics Gems I, II, III, IV, V
by Glassner, Arvo, Kirk, Heckbert (respectively)
- Grading:** 50% programming (25% assignments + 25% final project)
50% theory (30% for midterms +
10% homework + 10% class participation)
- TA:** Amin Charaniya (amin@soe.ucsc.edu)
Srikumar Ramalingam (srikumar@soe.ucsc.edu)
Lab Hours in BE 105:
MW 5-7; TuTh 11-12noon, 8-9pm, and by appointment