

<b>Week/ Session</b>	<b>Lecture Topics</b>	<b>Notes</b>	<b>Tutorial Topics</b>
1	Course Overview Introduction to Computer Graphics	Assignment 1 out; Team Project Requirements out	<b>NO LAB SESSIONS</b>
2	Input and Interaction Geometric Objects and Transformations	Team Formation for Project;	OpenGL, Creating a Window, Hello Window, Hello Triangle, Shaders (Procedural)
3	Viewing Building Models		Transformations, Coordinate Systems, Camera (Procedural)
4	Shadows with Projections Hierarchical Modeling	Assignment 1 due; Assignment 2 out;	Model loading
5	Curves and Surfaces 1 Curves and Surfaces 2	2 -3 page project proposal due;	<b>GRADING ASSIGNMENT 1</b>
<b>6</b>	<b>QUIZ 1</b>		Instancing
7	Lighting and Shading Programmable Shaders	Assignment 2 due; Assignment 3 out;	Colors, Basic Lighting, Materials, Multiple lights
8	Texture Mapping Rasterization		<b>GRADING ASSIGNMENT 2</b>
9	Culling and Clipping Ray Tracing		Textures, Multisampling
10	Spatial Data structures Geometric Queries	Assignment 3 due;	Cubemaps
11	Keyframe animation		<b>GRADING ASSIGNMENT 3</b>
<b>12</b>	<b>QUIZ 2</b> <b>Project Evaluation Rubrics</b>		Depth testing, Stencil testing
13	Team Project Presentation and Evaluation	Team project due;	Blending, Face culling