

# Syllabus for CMSC 420

Spring Term 2023 3:10 MWF Mr. Gregg

## Course Description and Objectives

CMSC 420 is an introductory course in computer graphics. In this course you will learn the core concepts of computer graphics. In addition, you will start learning how to use OpenGL and the OpenGL shading language to create 3-d computer graphics programs.

## How this Course is Structured

We will meet three times a week for lectures. Homeworks will be a mix of problem sets taken from the text and short programming assignments.

We will have one midterm exam and a final exam.

## Grading Policy

Assignments and exams have the following weights:

Homeworks - 45% Midterm exam - 15% Final Project - 15% Final exam - 25%

Late policy for assignments is that assignments may be turned in after the initial due date for a 5% penalty for each day the assignment is late. I will waive all or part of the late penalty if you have a valid excuse; however, you must contact me before the initial due date to ask for an extension.

## Textbook

Our text is *Computer Graphics Programming in OpenGL with C++, 2<sup>nd</sup> Edition* by V. Scott Gordon and John Clevenger.

## Office Hours

Office hours this term are 1:00-3:00 MWF and 1:30-2:30 TTh.

## Course Web Site

The course web site is at <http://www.lawrence.edu/fast/greggj/cmssc420.html>. The web site will feature lecture notes and other supplementary materials.