



Syllabus

Course Information	CS 551: Computer Graphics
Instructor	Please refer to your online course: https://canvas.gmu.edu/login/canvas
Course Description	Basic graphics principles, and programming. Topics include scan-conversion, transformation, viewing, lighting, shading, ray-tracing, blending, texture mapping, and some advanced graphics techniques.
Course Objectives	<p>Upon completion of the course, students will be able to:</p> <ol style="list-style-type: none"> 1. Implement OpenGL programs using JAVA/JOGL. 2. Apply trigonometry, geometry, vector analysis, and linear algebra to solve real world problems in graphics. 3. Utilize transformation and viewing for 3D animation. 4. Utilize GPU shaders for vertex and fragment lighting. 5. Describe some advanced graphics capabilities, including raytracing, blending, texture mapping, bump mapping, displacement mapping, geometry shader, and shadows.
Course Methodology	The class format will combine reading, lectures, presentations, and other learning tools online in Canvas. The class will be interactive and require every student to be engaged in discussions and assignments. In addition to the lectures, screencasts, and timely completion of assignments, every student will be expected to be an active participant and a dedicated individual applying what you learn to every element of the course work.
Required textbook(s) and/or materials	<p>Required Text:</p> <p>V. Scott Gordon and John L. Clevenger, Computer Graphics Programming in Open GL with Java, January 2017, or latest.</p> <p>Jim X. Chen and Chunyang Chen, Foundation of 3D Graphics Programming Using JOGL and Java3D, Second Edition, Springer Verlag.</p>
Computer Requirements	Hardware: You will need access to a Windows computer with at least 2 GB of RAM and access to a fast and reliable broadband internet connection (e.g., cable, DSL). A larger screen is recommended for better visibility of course material.

Course Website	Canvas will be used for this course. You can access the site at https://canvas.gmu.edu/login/canvas . Login and click on the “Courses” tab. You will see CS 551 course (NOTE: Username and passwords are the same as your Mason email account). You must have consistent access to an internet connection in order to complete the assignments in this course through Canvas (https://canvas.gmu.edu/login/canvas).
Participation	<p>Learning can only happen when you are playing an active role. It is important to place more emphasis on developing your insights and skills, rather than transmitting information. Knowledge is more important than facts and definitions. It is a way of looking at the world, an ability to interpret and organize future information. An active learning approach will more likely result in long-term retention and better understanding because you make the content of what you are learning concrete and real in your mind.</p> <p>Although an active role can look differently for various individuals, it is expected in this class that you will work to explore issues and ideas under the guidance of the professor and your peers. You can do this by reflecting on the content and activities of this course, asking questions, striving for answers, presenting your solutions, interpreting observations, and discussing issues with your peers.</p>
Rules and Expectations	<p>In correspondence/communication students will be expected to:</p> <ul style="list-style-type: none"> a) Be professional and respectful in correspondence b) Make reasonable requests of the instructor. We will be happy to clarify course material and answer legitimate questions; however, please exhaust other information sources (e.g., syllabus, Canvas) for answering your question before contacting your instructor and remember, “Poor planning on your part does not constitute an emergency on my part.” <p>Regarding honesty in work, students will be expected to:</p> <ul style="list-style-type: none"> a) Review the University integrity and honesty policies in the student handbook for guidelines regarding plagiarism and cheating (summarized below). I will gladly clarify my stance on any questionable or “grey area” issues you may have. b) Refrain from dishonest work as it will receive a minimum penalty of zero on the assignment and a maximum penalty of a zero for the course with a report to the Honor committee. The GMU Honor Code requires that faculty submit any suspected Honor Code violations to the Honor Committee. Therefore, any suspected offense will be submitted for adjudication.
Mason Honor Code	<p>The complete Honor Code is as follows: <i>To promote a stronger sense of mutual responsibility, respect, trust, and fairness among all members of the George Mason University community and with the desire for greater academic and personal achievement, we, the student members of the university community, have set forth this honor code:</i> Student members of the George Mason University community pledge not to cheat, plagiarize, steal, or lie in matters related to academic work. <i>(From the Catalog – catalog.gmu.edu)</i></p>

<p>Cheating Policy</p>	<p>Any form of cheating on an activity, project, or exam will result in zero points earned.</p> <p>“Cheating” includes, but is not limited to, the following: reviewing others’ exam papers, having ANY resources utilized when not allowed, collaborating with another student during an individual assignment.</p> <p>If you have questions about when the contributions of others to your work must be acknowledged and appropriate ways to cite those contributions, please talk with the professor or utilize the GMU writing center.</p>
<p>Plagiarism and the Internet</p>	<p>Copyright rules also apply to users of the Internet who cite from Internet sources. Information and graphics accessed electronically must also be cited, giving credit to the sources.</p> <p>This material includes but is not limited to e-mail (don't cite or forward someone else's e-mail without permission), newsgroup material, information from Web sites, including graphics. Even if you give credit, you must get permission from the original source to put any graphic that you did not create on your web page. Shareware graphics are not free. Freeware clipart is available for you to freely use. If the material does not say "free," assume it is not.</p> <p>Putting someone else's Internet material on your web page is stealing intellectual property. Making links to a site is, at this time, okay, but getting permission is strongly advised, since many Web sites have their own requirements for linking to their material. Review the Honor Code here.</p>
<p>Individuals with Disabilities</p>	<p>Students with documented disabilities should contact the Office of Disability Services (703) 993-2474) to learn more about accommodations that may be available to them.</p> <p><i>(From the 2019-2020 Catalog – catalog.gmu.edu)</i></p>
<p>Academic Integrity and Inclusivity</p>	<p>This course embodies the perspective that we all have differing perspectives and ideas and we each deserve the opportunity to share our thoughts. Therefore, we will conduct our discussions with respect for those differences. That means, we each have the freedom to express our ideas, but we should also do so keeping in mind that our colleagues deserve to hear differing thoughts in a respectful manner, i.e. we may disagree without being disagreeable. http://oai.gmu.edu/</p>
<p>Student Privacy Policy</p>	<p>George Mason University strives to fully comply with FERPA by protecting the privacy of student records and judiciously evaluating requests for release of information from those records.</p> <p>Please see George Mason University’s student privacy policy https://registrar.gmu.edu/students/privacy/</p>
<p>E-Mail Policy</p>	<p>Mason uses electronic mail to provide official information to students. Examples include notices from the library, notices about academic standing, financial aid information, class materials, assignments, questions, and instructor feedback.</p> <p>Students are responsible for the content of university communication sent to their Mason e-mail account and are required to activate that account and check it regularly.</p> <p>Students are also expected to maintain an active and accurate mailing address in order to receive communications sent through the United States Postal Service.</p> <p><i>(From the 2017-18 Catalog – catalog.gmu.edu)</i></p>

Course Grading & Evaluation	<p>There are all together 100 points:</p> <ul style="list-style-type: none"> • Homework assignments (20 points) • Quizzes and exercises (20 points) • One programming project (20 points) • A Final Exam (35 points) • Discussion participations (5 points) • Your overall course score, S, will be the sum of these points. • A: S is at least 90 points • B: S is at least 75 points • C: S is at least 60 points • F: S is fewer than 60 points <p>Each assignment/project late may not be accepted. Therefore, you should plan on working early. If there is an accident or emergency and you let me know, I will consider it accordingly.</p>
Discussions–	<p>You are strongly recommended to post your results with images or animations. Your challenge is to immerse yourself in the topics and perspectives presented in the course. You will want to be able to comment on the discussion topics with authority. You are encouraged to make notes on your own thoughts about the various concepts and issues, and consider possible issues/outcomes. Your questions should be to the point and include sufficient technical detail for others to respond. You should present your opinions but justify them with facts and proper sources. What did you disagree with and why, or not understand? Again, you can present images or animations of your work for questions or comments.</p> <p>Initial/Original Post Please provide response with a clear, well-formulated thesis; sentence structure, grammar, punctuation, and spelling count. Support all posts with appropriate rationale and citations from readings; appropriately document sources.</p> <p>Responding to Others Responses to classmates' postings should be thoughtful, and substantial. Consider points of agreement, disagreement, assumptions, and value judgments.</p> <p>Instructions Each student will make at least one original post for the first lesson 3 days before the homework due.</p>
Assignments and quizzes –	<p>Each week a programming assignment is required to be uploaded to Canvas. Also, after finishing reviewing, there is a weekly online quiz in Canvas. Assignments and quizzes are due as stated. Refer to the course schedule and weekly overviews for details.</p>
Exams –	<p>The Final Exam will be an open-book test online in Canvas that must be finished in 2 hours or as specified.</p>
Final Project –	<p>The project will be announced in Canvas with technical details.</p>
<p>Need Help? Utilize the “Course Q&A” discussion forum or email your instructor directly.</p>	

Expect to work 15-20 hours per week on the assignment and quiz for this course.

Unless otherwise stated, all assignments and quizzes are due by the end of the following week in which

they are assigned.

A week is defined as **beginning at 12:01 am each Monday EST, and ending at 11:59 pm on Sunday EST.**