

Date	Lec	Topic	Sections	Project
Wed, Aug 24	1	The Graphics Window	2.3, 2.7	Project 1 assigned
Fri, Aug 26	2	The User Interface	2.11	
Mon, Aug 29	3	Coordinate Systems	2.2, 3.4	
Wed, Aug 31	4	2D Graphics	2.7	
Fri, Sep 2	5	Primitive Objects	2.4, 2.5, 3.2	
Mon, Sep 5	6	3D Transformations	3.3, 3.6, 3.7	
Wed, Sep 7	7	The Modelview Matrix	3.11	
Fri, Sep 9		Project 1 Discussion		
Mon, Sep 12	8	The Modelview Stack	3.11, 8.3, 8.4	
Wed, Sep 14	9	The View Frustum	2.6, 4.1, 4.2	Project 1 due
Fri, Sep 16	10	Clipping	6.4 - 6.7	
Mon, Sep 19	11	Shading	5.1, 5.5, 6.13	
Wed, Sep 21	12	Light Sources	5.2	
Fri, Sep 23		Test 1		Project 2 assigned
Mon, Sep 26		Project 2 Discussion		
Wed, Sep 28	13	Material Properties	5.7	
Fri, Sep 30	14	Vectors and Dot Products	3.1, 3.3	
Mon, Oct 3	15	The Lighting Model	5.3	Project 2 due
Wed, Oct 5	16	Meshes and Cross Products	3.1.9, 4.9	
Fri, Oct 7	17	Meshes Defined by Functions	5.4, 10.1.1, 10.1.2	
Mon, Oct 10	18	Parameterized Meshes	10.1.3, 10.1.4	
Wed, Oct 12	19	The Model Matrix	3.9, 3.10	Project 3 assigned
Fri, Oct 14	20	The View Matrix	4.3	
Wed, Oct 19		Project 3 Discussion		
Fri, Oct 21		Test 2		
Mon, Oct 24	21	Textures	7.4, 7.5	Project 3 due
Wed, Oct 26	22	Programming Textures	7.6 - 7.8	
Fri, Oct 28	23	Mipmaps	7.6.5	
Mon, Oct 31	24	The Projection Matrix	4.4 - 4.7	
Wed, Nov 2	25	The Framebuffer	4.8, 6.1 - 6.3, 7.1	Project 4 assigned
Fri, Nov 4	26	Rasterizing Lines	6.8, 6.9	
Mon, Nov 7		Project 4 Discussion		
Wed, Nov 9	27	Rasterizing Polygons	6.10	
Fri, Nov 11	28	A Rasterization Algorithm	6.10	Project 4 due
Mon, Nov 14	29	Shading Polygons	3.6.5	
Wed, Nov 16	30	Shader Programs	2.8	
Fri, Nov 18		Test 3		
Mon, Nov 21	31	Building a Shader Program		Project 5 assigned
Mon, Nov 28	32	Project 5 Discussion		
Wed, Nov 30	33	The GLSL Language		
Fri, Dec 2	34	Toon Shading		
Mon, Dec 5		Examples		Project 5 due