COMPSCI 715S1C 2004
Advanced Computer Graphics

Course Overview

Lecturer: Kevin Novins

Aims:

To identify active areas of computer graphics research.
To develop research, writing and presentation skills.
To work individually and in groups to study several areas of graphics research in depth.

Overview:

The main purpose this course is to develop the research skills necessary to keep up with the state of the art in computer graphics. We will study some of the latest research in computer graphics. This is a student-centered course: there is no fixed syllabus and no formal lecture material. Instead, you will work individually and in small groups, with guidance from the lecturer. This means that you will have some freedom in how you arrange your study to suit your knowledge and interests. It also means that you'll have a supportive environment in which to exchange and develop your knowledge.

Most people consider cutting edge research to be the most exciting aspect of computer graphics. With your participation, this will be a particularly rewarding course.

Projects:

The course is centered around two group projects, one for the first six weeks of the course and one for the second. In the first project, your group will study a "classic" research paper in the field. Your findings will be reported to the class in both written and oral form. A midsemester exam will test your knowledge of all the papers that all the groups studied.

In the second project, your group will choose a research paper from among a set of the very latest published in the field. Again, you will be responsible for learning your group's paper in depth and for passing on that knowledge to the rest of the class.

Workload and Assessment:

The expected workload for the course is ten hours per week for an average student to receive an average mark. If your background or skills are weak it could take you significantly longer than that to achieve a good standard of performance.

Assessment is spread throughout the semester and *there are assessable activities in every week of the course*. The major assignments and their due dates are summarized on the other side of this page. Details for these assignments will be provided later.

Cheating and Plagiarism:

Whenever any aspect of your work is not your own, the source must be acknowledged. It is unacceptable for code or text to be copied or paraphrased without acknowledgement. This will be checked carefully, sometimes by electronic means. The minimum penalty will be loss of all marks for the assignment concerned. In group projects, all group members are responsible for ensuring that plagiarized material does not enter into the final submission.

Further details of cheating policy are available at:
http://www.cs.auckland.ac.nz/CheatingPolicy.html

Major Assignments and Due Dates (Full details to be provided later.)

Creative Expression in OpenGL
- Individual Assignment
- Worth 2%
- Due 5 March 2004

SIGGRAPH 1984 Project
- Group Assignment
- Worth 10%
- Details in a separate handout
- Includes a complete written report due 26 March and a presentation the week of 29 March

Midsemester Test
- Individual Assignment
- Worth 2%
- 6 April 2004, 9-10am.

SIGGRAPH 2004 Project
- Group Assignment
- Worth 14%
- Details in a separate handout
- Includes a complete written report due 21 May and a presentation the week of 24 May

Individual Preparation and Participation
- Worth 7%
- Assessed throughout the semester

Final Exam
- Individual Assessment
- Worth 65%
- Date and time to be set by the University administration