

**Course Schedule for CSC 425-01/L21—Fall 2013**  
(Subject to Change)

<b>Week</b>	<b>Dates</b>	<b>Contents (topics)</b>
1	9/4—9/6	Introduction Java 2D/3D Examples (Practices)
2	9/9—9/13	Java 2D
3	9/16—9/20	Java 2D and Games
4	9/23—9/27	Java 3D: Basics/Modeling
5	9/30—10/4	Java 3D: Scene Graphs
6	10/7—10/11	Computer Graphics: Pipeline Geometric Transformations
7	10/14—10/18	Geometric Transformations
8	10/21—10/25	Viewing <span style="float: right;"><b>Midterm</b></span>
9	10/28—11/1	Viewing
10	11/4—11/8	Shading Lighting/Texturing
11	11/11—11/15	Shading (Lighting/Texturing ) Behavior/Interactions
12	11/18—11/22	Behavior/Interactions/Games Animation/Games
13	11/25—11/26	Interactive Games
	11/27—11/29	<b>(Thanksgiving Recess)</b>
14	12/2—12/6	Curves/Surfaces Visualization
15	12/9—12/11	Visualization Reviews
	12/13	<b>Final Examination</b>
16	12/16—12/20	<b>Dec 19<sup>th</sup> (Thursday), 8:00am-10:00am, MH 206</b>