

Course Schedule for CSC425-01/L21/S1—Fall 2015
(Subject to Change)

Week	Dates	Contents (textbook chapters and others)
1	9/2—9/4	Introduction Java 2D/3D Examples (Practices)
2	9/7—9/11	Java 2D
3	9/14—9/18	Java 2D and Games
4	9/21—9/25	Java 3D: Basics/Modeling
5	9/28—10/2	Java 3D: Scene Graphs
6	10/5—10/9	Computer Graphics: Pipeline Geometric Transformations
7	10/12—10/16	Geometric Transformations
8	10/19—10/23	Viewing Midterm
9	10/26—10/30	Viewing
10	11/2—11/6	Shading Lighting/Texturing
11	11/9—11/13	Shading (Lighting/Texturing) Behavior/Interactions
12	11/16—11/20	Behavior/Interactions/Games Animation/Games
13	11/23—11/24	
	11/25—11/27	(Thanksgiving Recess)
14	11/30—12/4	Interactive Games Curves/Surfaces
15	12/7—12/11	Visualization Reviews
16	12/16—12/22	Final Examination Dec 16 (Wednesday), 7:30pm-9:30pm, MH 206