

Course Schedule for CSC425
(Subject to Change)

Week	Dates	Contents (textbook chapters and others)
1	9/4—9/6	Introduction Java 2D/3D Examples (Practices)
2	9/9—9/13	Java 2D Java 2D/3D Examples (Practices)
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 Midterm
9	10/28—11/1	Viewing Shading
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—11/29	Interactive Games (Thanksgiving Recess)
14	12/2—12/6	Curves/Surfaces Visualization
15	12/9—12/13	Visualization Semester Project Presentation
16	12/16—12/20	Final Examination Dec 18th, Wednesday, 2:00pm-4:00pm, MH 202