

Course Schedule for CSC425
(Subject to Change)

Week	Dates	Contents (textbook chapters and others)
1	1/18—1/21	Introduction Java 2D/3D Examples (Practices)
2	1/24—1/28	Java 2D Java 2D/3D Examples (Practices)
3	1/31—2/4	Java 2D and Games
4	2/7—2/11	Java 3D: Basics/Modeling
5	2/14—2/18	Java 3D: Scene Graphs
6	2/21—2/25	Computer Graphics: Pipeline Geometric Transformations
7	2/28—3/4	Geometric Transformations Viewing
8	3/7—3/11	Viewing Shading
9	3/14—3/18	Spring Recess
10	3/21—3/25	Shading Lighting/Texturing
11	3/28—4/1	Behavior/Interactions
12	4/4—4/8	Computer Games Game Engines
13	4/11—4/15	Animation Interactive Games
14	4/18—4/22	Interactive Games Curves/Surfaces
15	4/25—4/29	Curves/Surfaces Visualization
16	5/2—5/4	Reviews Semester Project Presentation
16-17	5/6—5/13	Final Examination May 6 (Friday), 2:00pm-4:00pm, Zoom MH210
Important Notes: Classes/Labs/Office Hours will be through online/Zoom (starting on 1/18/2022) and will be switched to the indicated classrooms/office later . The university/department/instructor will inform of WHEN to switch to classrooms/office.		

Classes End: May 4, Wednesday

Last Day to Withdraw: April 15, Friday