

Course Schedule for CSC425—Spring 2026

(Subject to Change)

Week	Dates	Contents (textbook chapters and others)
1	1/20—1/23	U3-Ch1 & Ch2: Unity startup (Other sources: Using Unity)
2	1/26—1/30	U3-Ch3 (Unity 3D game-startup) CGS-Ch1 & Others (CG basics/introductions)
3	2/2—2/6	U3-Ch4 (Unity 3D game) CGS-Ch2 (Raytracing basics) (Others: basic CG mathematics)
4	2/9—2/13	U3-Ch5 (Unity 2D functionality) CGS-Ch3 (Light) (Others: basic CG mathematics)
5	2/16—2/20	U3-Ch6 (Unity 2D games) CGS-Ch4 (Shadows and reflections) (Others: J3D, OpenGL,...)
6	2/23—2/27	U3-Ch7 (Unity GUI to games) CGS-Ch5 (Raytracer) (Others: J3D, OpenGL,...)
7	3/2—3/6	U3-Ch8 (Unity 3D game and animation) CGS-Ch6 (Lines) (Other source: Geometry)
8	3/9—3/13	U3-Ch9 (Unity interaction) CGS-Ch7 (Filled triangles) (Other source: Geometry and Transformation)
9	3/16—3/20	Spring Recess
10	3/23—3/27	CGS-Ch8 & Ch9 (Shaded triangles & perspective projection) (Other source: Shading, Transformations, Viewing)
11	3/30—4/3	CGS-Ch10 (Rendering a scene) (Other source: Viewing, Pipeline) U3-Ch10 11 12 13 (Unity Semester Project)
12	4/6—4/10	CGS-Ch11 & Ch12 (Clipping, HSR) (Others: Viewing, Z-Buffering...) U3-Ch10 11 12 13 (Unity Semester Project)
13	4/13—4/17	CGS-Ch13 & Ch14 (Shading and Textures) U3-Ch10 11 12 13 (Unity Semester Project)
14	4/20—4/24	CGS-Ch15 & Other Sources (Advanced Shadowing) U3-Ch10 11 12 13 (Unity Semester Project)
15	4/27—4/29	Semester Project Presentations
		Reviews
16-17	5/4—5/11	Final Examination May 6 (Wednesday), 11:00am-1:00pm, MH210
(1). Detailed course contents are available on Canvas at https://elearning.salemstate.edu/; visit the instructor's homepage at http://weblab.salemstate.edu/~byi/ for more information. (2) U3/CGS refer to textbooks: U3: Unity in Action, 3rd Ed.; CGS: Computer Graphics from Scratch		

Last Day to Withdraw: April 10, Friday**Classes End: April 29, Wednesday**