

COSC342 admin for 2012

- Lectures: David Eyers
- Tutorials & labs: Raymond Scurr
- Textbook: D. Hearn and M.P. Baker.
Computer Graphics with Open GL
(Third edition)
- Complaints/Suggestions/Feedback:
dme@cs.otago.ac.nz

40% Assignments

60% Exam

**Don't miss your tutorial.
Stuff done in the tutorials
can turn up in the exam!!**

We have a web page!

- <http://www.cs.otago.ac.nz/cosc342/>
 - Check it for information
- Last year's lecture notes are there.
 - Explore them if you want to
 - Eventually this year's will be there too
- No labs this week...
- ...but there is a tutorial



Class Reps

Choose two and e-mail:

The 300-level coordinator
dme@cs.otago.ac.nz

Course revisions

- Significant revisions in 2008
 - More up to date
 - Even more fun
 - Slightly less maths
 - Probably still some errors in slides...
- Further revisions in 2011 and 2012
 - ... but I'm trying not to make it any harder!

Computer Graphics

- What is it? What about just “graphics”?
 - “Visual presentation technology” perhaps?
- Let’s see what the textbook says...
 - Data graphing, CAD, VR, scientific visualisation, education, art, entertainment, image processing and GUIs.

One of my goals

- Motivate you to think critically about graphics technology you see and use.
 - Question everything!
 - Hypothesise!
- For starters:
 - How is this slide being displayed?
 - What are key points about this slide style?

Skills to be acquired

- What do you want out of the course?
 - Fame and fortune?
 - Fun and frivolity?
- How will you employ your knowledge?
 - Games? Movies? HCI?
 - Education? Explanation? Not at all?
- You will need to write code, so be ready!

Some Computer Graphics

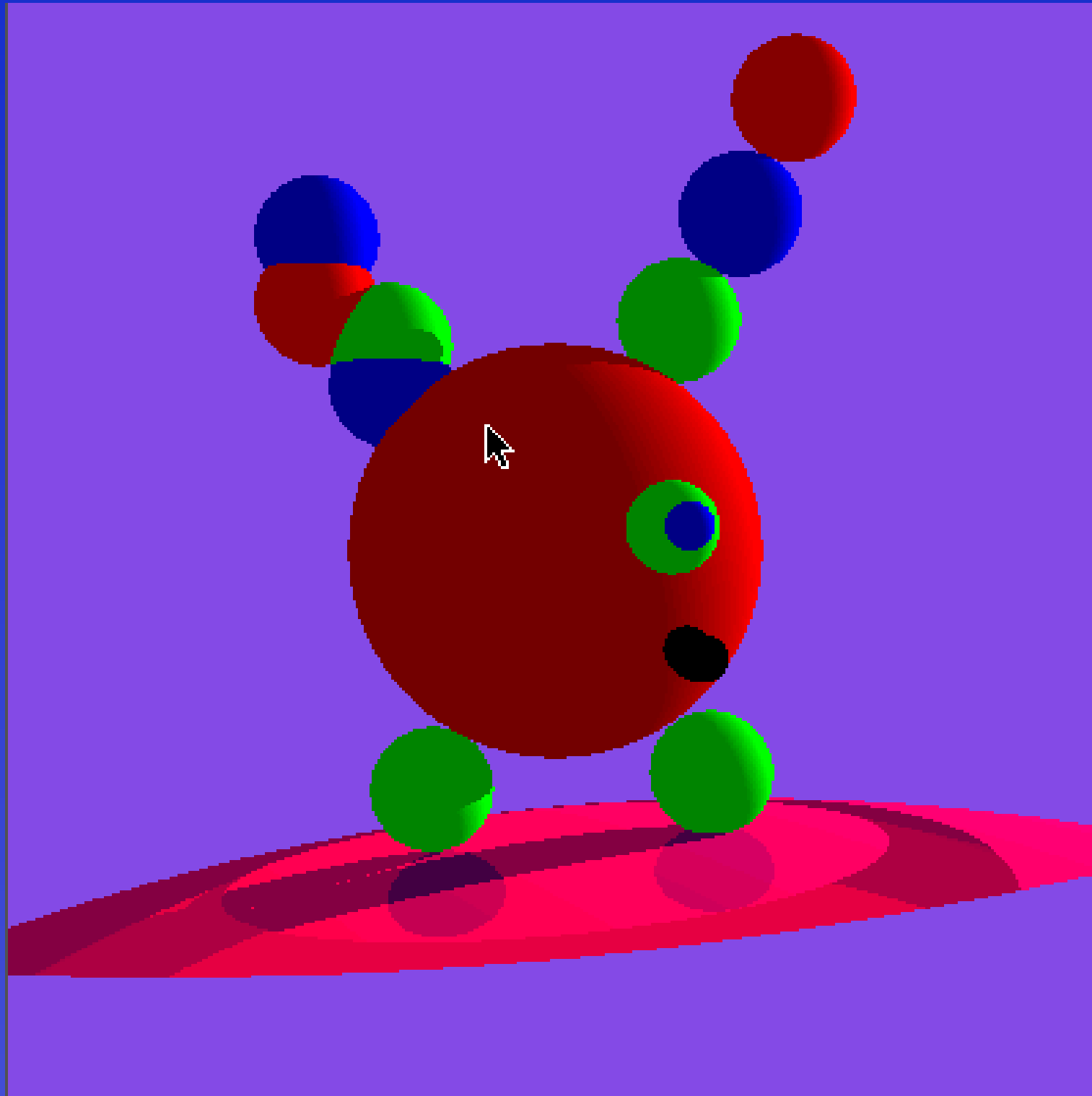


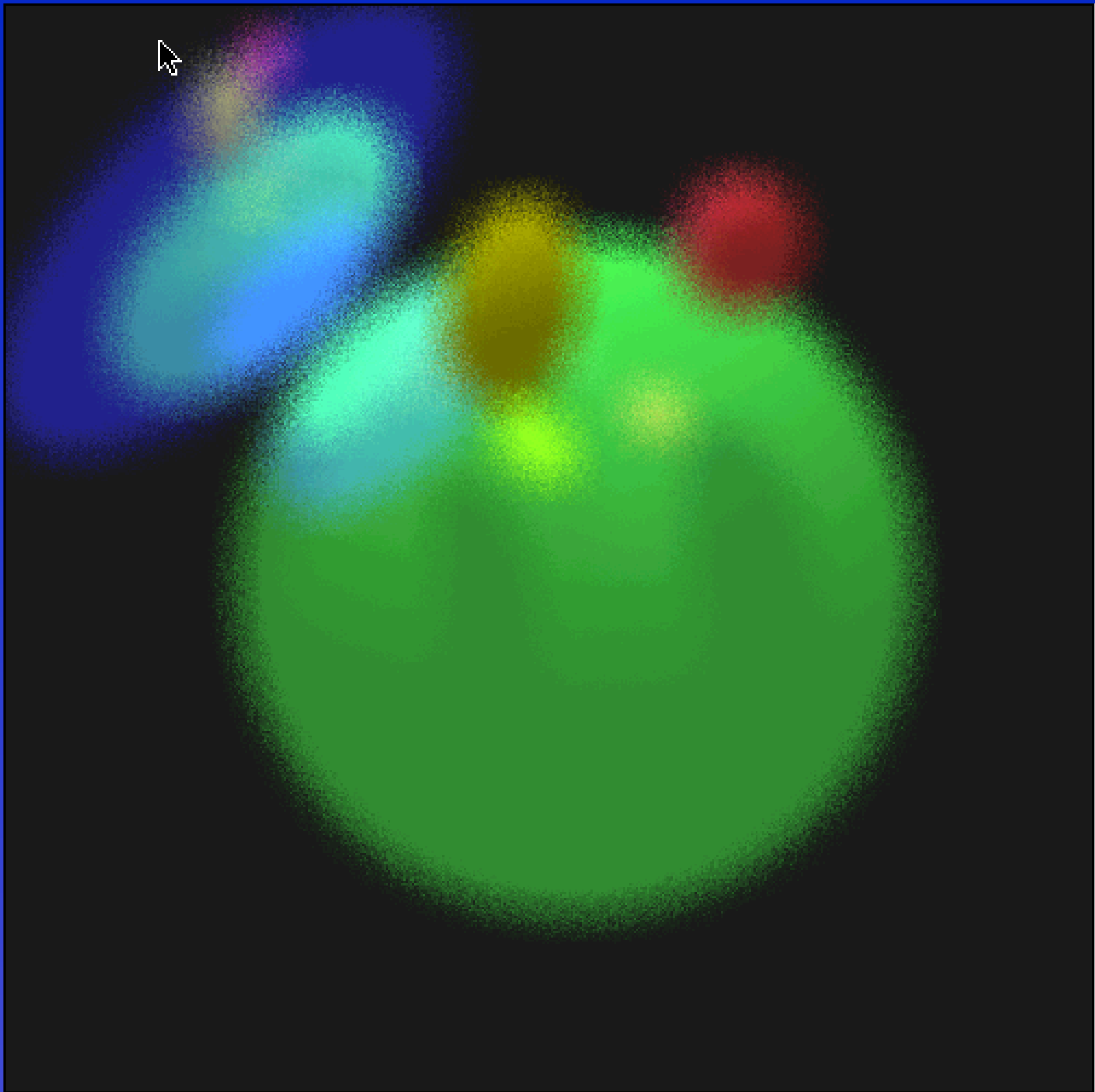
Chris Foote



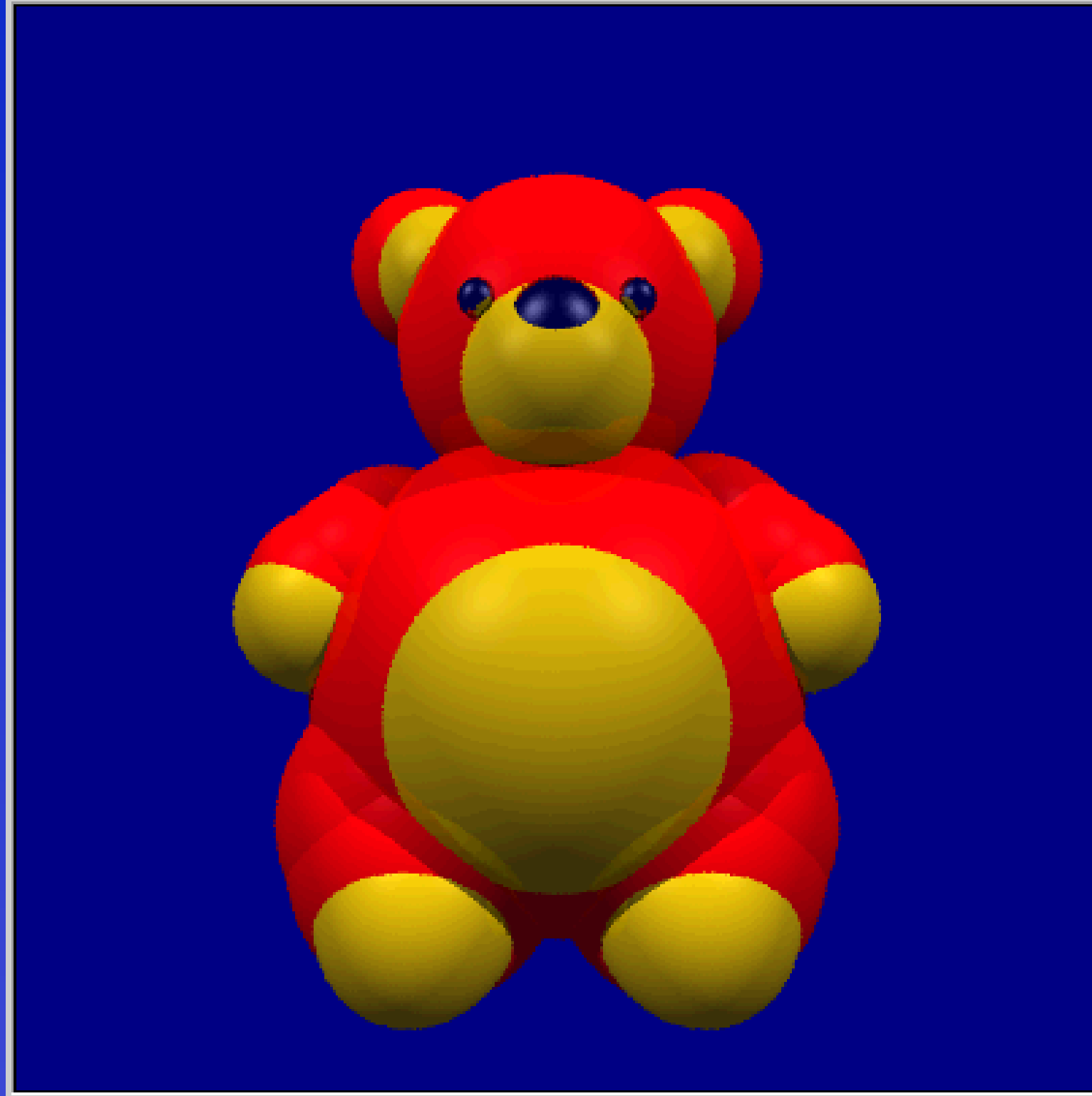
Paul Stewart

Work by Stage 3 students

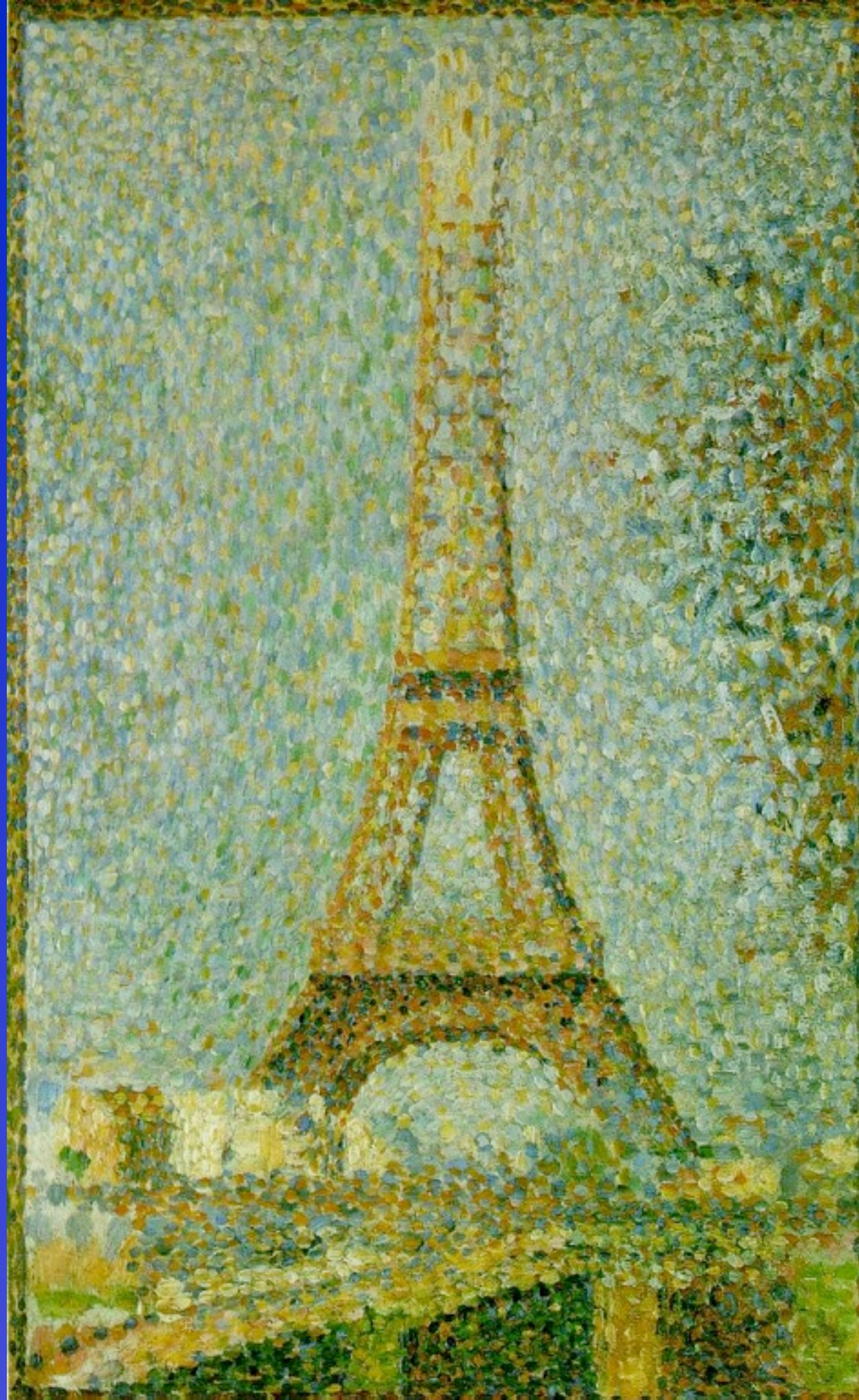


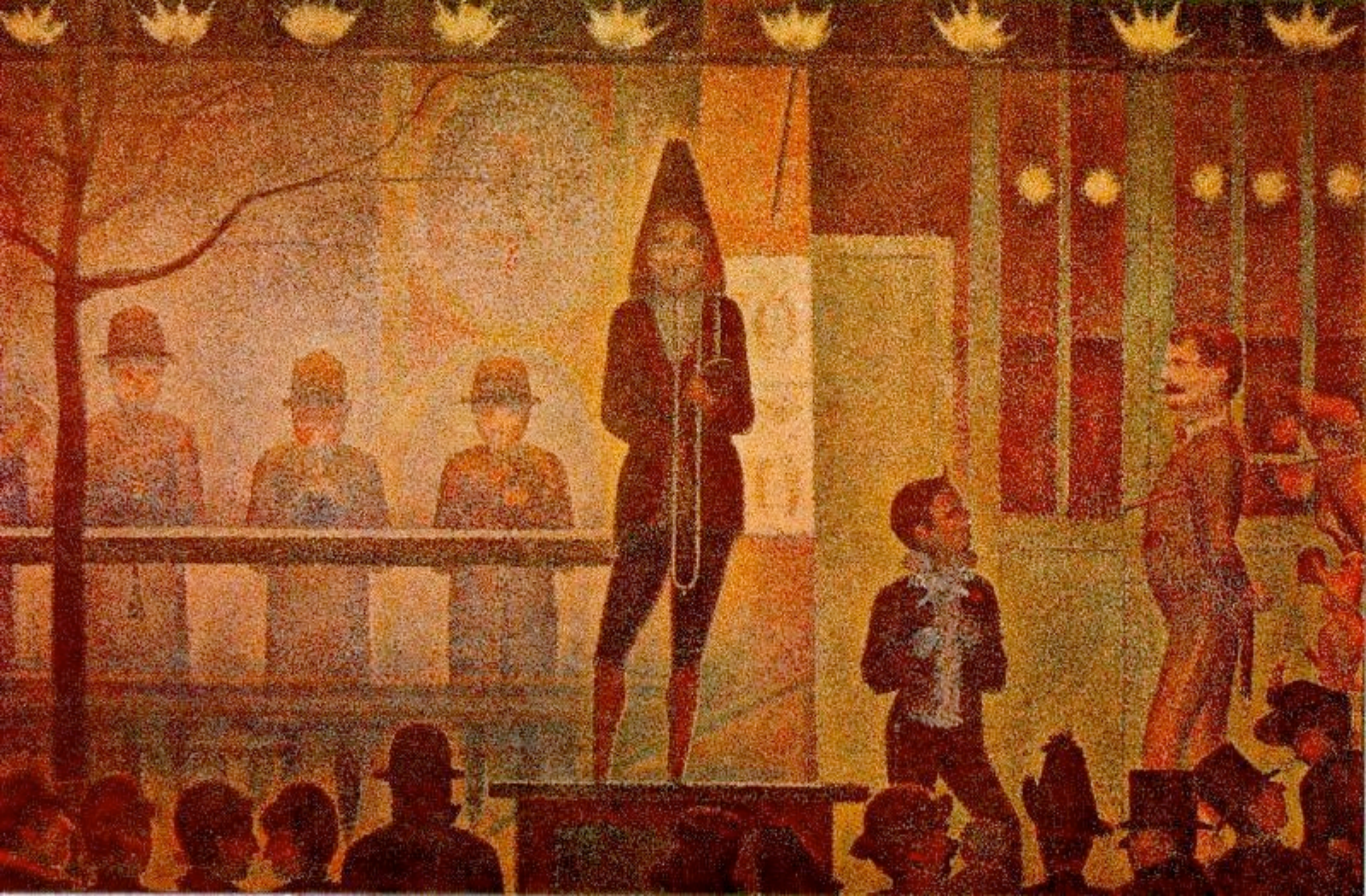






Georges Seurat





The Circus Sideshow





What is a pixel?

- What does it look like?
- Hint: use a microscope.
- What sorts of media have pixels?
- ... and how do the pixels differ?



A puzzle for *you* to answer...

- If the primary colours for screens are red, green and blue, how is it that the primary colours for paint are red, yellow and blue?

How about some video?

Analysis

- Best points about the graphics?
- What made it obviously CGI?
- Any specific problems?
 - What would it take to fix them?

**How about some more
video?**

**Well hopefully that wasn't
too bad for a first lecture.**

“When does it get hard?”

Hmmm.....