ENGINEERING
McMaster-Mohawk
Bachelor of Technology
Partnership

McMaster
University

Course Outline

1. COURSE INFORMATION

Session Offered	Spring/Summer 2022
Course Name	Computer graphics
Course Code	SFWRTECH 4CG3
Date(s) and Time(s) of lectures	Mon 6.30 pm - 9.30 pm
Program Name	Software Engineering Technology
Calendar Description	Computer graphics fundamentals. Concepts are exemplified with Unity Game Engine
Instructor(s)	Dr. Wael Brahim — E-Mail: brahimw@mcmaster.ca Office Hours & Location: By appointment, online

2. COURSE SPECIFICS

Course Description

Instruction Type

Code	Type	Hours per term
C	Classroom instruction (Online)	18
L	Laboratory, workshop or fieldwork (Online)	18
T	Tutorial	
DE	Distance education	
	Total Hours	36

Resources

ISBN	Textbook Title & Edition	Author & Publisher
ISBN:		

Other Supplies	Source

Prerequisite(s)	*Registration in* Software Engineering Technology
Corequisite(s)	*None*
Antirequisite(s)	*None*
Course Specific Policies	-Students are expected to attend all lab sessions, and to complete and submit all lab work and assignment exercises. -Assignments and lab reports will be submitted through Avenue as per posted due dates. A submission after the deadline or by e-mail will not be considered for marking or review. -All tests/Labs/Assignments marks will be posted on Avenue. It is your responsibility to report any discrepancies to your instructor before the last day of classes. No errors will be corrected unless reported by this time. - Format of tests and exam will be announced in class. Missed Work Policy for Tests: You are required to submit MSAF for missing test(s); otherwise, ZERO will be assigned to the grade. After receiving your MSAF: -First MSAF: The weight of the missing test will be added to the final. -Second MSAF: A make-up test will be provided for the 2nd missing test.

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Departmental Policies	Students must maintain a GPA of 3.5/12 to continue in the program.
	In order to achieve the required learning objectives, on average, B.Tech. students can expect to do at least 3 hours of "out-of-class" work for every scheduled hour in class. "Out-of-class" work includes reading, research, assignments and preparation for tests and examinations.
	Where group work is indicated in the course outline, such collaborative work is mandatory.
	The use of cell phones, iPods, laptops and other personal electronic devices are prohibited from the classroom during the class time, unless the instructor makes an explicit exception.
	Announcements made in class or placed on Avenue are considered to have been communicated to all students including those individuals that are not in class.
	Instructor has the right to submit work to software to identify plagiarism.

3. SUB TOPIC(S)		
Week 1 (May 2)	**-Introduction to Computer graphics (Part 1):** Fundamentals (Mathematical foundations, geometrical transformations, 3D visualization)	
Week 2 (May 9)	**-Introduction to Computer graphics (Part 2):** Fundamentals (the graphics pipeline) and tools (Unity 3D, OpenGL, DirectX)	
Week 3 (May 16)	**-Shader essentials:** Variable and Packed arrays, the anatomy of mesh and shader input, Shader properties.	
Week 4 (May 23)	**Victoria Day: No classes**	
Week 5 (May 30)	**- Illuminating surfaces:** Lambert & Lightning, Normal Mapping, Illumination models, Bumped environment, Buffers & queues.	
Week 6 (June 6)	**- The Dot Product:** Definition, Rim lighting, Logical Cutoffs.	

Week 7 (June 13)	Midterm Test	
Week 8 (June 20)	**- Lighting:** Lighting models, Blinn-Phong Lighting & Surface Output, Physically Based Rendering.	
Week 9 (June 27)	**- Passes & Blending:** The Alpha channel, Holograms, Blending, Leaves and culling, Blending two images, Stencil buffers, Advanced Stencils.	
Week 10 (July 4)	**-Writing Vertex and fragment shaders:** The Anatomy of a Vertex/Fragment Shader, Colouring by Vertices and Fragments, Blending, Material Use, Lighting, Shadows.	
Week 11 (July 11)	**- Advanced effects:** Vertex extruding, Outlining, Glass, Waves, Scrolling textures	
Week 12 (July 18)	**- Volumetric rendering:** Ray marching, Spherical fog, Volumetric clouds, Integrating colours and depth	
Week 13 (July 25)	- Final Test	
Week 14 (August 1)	**Civic Holiday: No classes**	

Classes end: Friday, August 5
Final examination period: As arranged by instructor in class time.
All examinations MUST be written during the scheduled examination period.

Note that this structure represents a plan and is subject to adjustment term by term.
The instructor and the University reserve the right to modify elements of the course during the term. The University may change the dates and deadlines for any or all courses in extreme circumstances. If either type of modification becomes necessary, reasonable notice and communication with the students will be given with explanation and the opportunity to comment on changes.

4. ASSESSMENT OF LEARNING *including dates*	Weight
Attendance && Class Participation	10%
Mid-term test	25%
Project	30%

Final examination (tests cumulative knowledge)	35%
TOTAL	**100%**

Percentage grades will be converted to letter grades and grade points per the University calendar.

5. LEARNING OUTCOMES

1. Understand the core concepts of computer graphics, including viewing, projection, perspective, modelling and transformation in two and three dimensions.
2. Develop logical thinking for shader programming to design colour models, lighting and shading models, textures, ray tracing, surface elimination, anti-aliasing, and rendering
3. Have a practical understanding of the Unity game engine, how to use its features and tools to create a virtual and interactive environment.

6. COURSE OUTLINE – APPROVED ADVISORY STATEMENTS

ANTI-DISCRIMINATION

The Faculty of Engineering is concerned with ensuring an environment that is free of all discrimination. If there is a problem, individuals are reminded that they should contact the Department Chair, the Sexual Harassment Officer or the Human Rights Consultant, as soon as possible.

http://www.mcmaster.ca/policy/General/HR/Discrimination_Harassment_Sexual_Harassment-Prevention&Response.pdf

ACADEMIC INTEGRITY

You are expected to exhibit honesty and use ethical behaviour in all aspects of the learning process. Academic credentials you earn are rooted in principles of honesty and academic integrity. It is your responsibility to understand what constitutes academic dishonesty.

Academic dishonesty is to knowingly act or fail to act in a way that results or could result in unearned academic credit or advantage. This behaviour can result in serious consequences, e.g. the grade of zero on an assignment, loss of credit with a notation on the transcript (notation reads: "Grade of F assigned for academic dishonesty"), and/or suspension or expulsion from the university. For information on the various types of academic dishonesty please refer to the Academic Integrity Policy, located at https://secretariat.mcmaster.ca/university-policies-procedures-guidelines/

The following illustrates only three forms of academic dishonesty: The following illustrates only three forms of academic dishonesty:
- plagiarism, e.g. the submission of work that is not one's own or for which other credit has been obtained.
- improper collaboration in group work.
- copying or using unauthorized aids in tests and examinations.

AUTHENTICITY / PLAGIARISM DETECTION

Some courses may use a web-based service (Turnitin.com) to reveal authenticity and ownership of student submitted work. For courses using such software, students will be expected to submit their work electronically either directly to Turnitin.com or via an online learning platform (e.g. A2L, etc.) using plagiarism detection (a service supported by Turnitin.com) so it can be checked for academic dishonesty.

Students who do not wish their work to be submitted through the plagiarism detection software must inform the Instructor before the assignment is due. No penalty will be assigned to a student who does not submit work to the plagiarism detection software. All submitted work is subject to normal verification that standards of academic integrity have been upheld (e.g., on-line search, other software, etc.). For more details about McMaster's use of Turnitin.com please go to www.mcmaster.ca/academicintegrity.

COURSES WITH AN ON-LINE ELEMENT

Some courses may use on-line elements (e.g. e-mail, Avenue to Learn (A2L), LearnLink, web pages, capa, Moodle, ThinkingCap, etc.). Students should be aware that, when they access the electronic components of a course using these elements, private information such as first and last names, user names for the McMaster e-mail accounts, and program affiliation may become apparent to all other students in the same course. The available information is dependent on the technology used. Continuation in a course that uses on-line elements will be deemed consent to this disclosure. If you have any questions or concerns about such disclosure please discuss this with the course instructor.

ONLINE PROCTORING

Some courses may use online proctoring software for tests and exams. This software may require students to turn on their video camera, present identification, monitor and record their computer activities, and/or lock/restrict their browser or other applications/software during tests or exams. This software may be required to be installed before the test/exam begins.

COMMUNICATIONS

It is the student's responsibility to:
- Maintain current contact information with the University, including address, phone numbers, and emergency contact information.
- Use the University provided e-mail address or maintain a valid forwarding e-mail address.
- Regularly check the official University communications channels. Official University
  communications are considered received if sent by postal mail, by fax, or by e-mail to the student's designated primary e-mail account via their @mcmaster.ca alias.
- Accept that forwarded e-mails may be lost and that e-mail is considered received if sent via the student's @mcmaster.ca alias.
- Check the McMaster/Avenue email and course websites on a regular basis during the term.

CONDUCT EXPECTATIONS

As a McMaster student, you have the right to experience, and the responsibility to demonstrate, respectful and dignified interactions within all of our living, learning and working communities. These expectations are described in the Code of Student Rights & Responsibilities (the "Code"). All students share the responsibility of maintaining a positive environment for the academic and personal growth of all McMaster community members, whether in person or online.

It is essential that students be mindful of their interactions online, as the Code remains in effect in virtual learning environments. The Code applies to any interactions that adversely affect, disrupt, or interfere with reasonable participation in University activities. Student disruptions or behaviours that interfere with university functions on online platforms (e.g. use of Avenue 2 Learn, WebEx or Zoom for delivery), will be taken very seriously and will be investigated. Outcomes may include restriction or removal of the involved students' access to these platforms.

ACADEMIC ACCOMMODATION OF STUDENTS WITH DISABILITIES

Students with disabilities who require academic accommodation must contact Student Accessibility Services (SAS) at 905-525-9140 ext. 28652 or sas@mcmaster.ca to make arrangements with a Program Coordinator. For further information, consult McMaster University's Academic Accommodation of Students with Disabilities policy.

REQUESTS FOR RELIEF FOR MISSED ACADEMIC TERM WORK

McMaster Student Absence Form (MSAF): In the event of an absence for medical or other reasons, students should review and follow the Academic Regulation in the Undergraduate Calendar "Requests for Relief for Missed Academic Term Work".

ACADEMIC ACCOMMODATION FOR RELIGIOUS, INDIGENOUS OR SPIRITUAL OBSERVANCES (RISO)

Students requiring academic accommodation based on religious, indigenous or spiritual observances should follow the procedures set out in the RISO policy. Students should submit their request to their Faculty Office normally within 10 working days of the beginning of term in which they anticipate a need for accommodation or to the Registrar's Office prior to their examinations. Students should also contact their instructors as soon as possible to make alternative arrangements for classes, assignments, and tests. http://www.mcmaster.ca/policy/Students-AcademicStudies/Studentcode.pdf

COPYRIGHT AND RECORDING

Students are advised that lectures, demonstrations, performances, and any other course material provided by an instructor include copyright protected works. The Copyright Act and copyright law protect every original literary, dramatic, musical and artistic work, including lectures by University instructors

The recording of lectures, tutorials, or other methods of instruction may occur during a course. Recording may be done by either the instructor for the purpose of authorized distribution, or by a student for the purpose of personal study. Students should be aware that their voice and/or image may be recorded by others during the class. Please speak with the instructor if this is a concern for you.

EXTREME CIRCUMSTANCES

The University reserves the right to change the dates and deadlines for any or all courses in extreme circumstances (e.g., severe weather, labour disruptions, etc.). Changes will be communicated through regular McMaster communication channels, such as McMaster Daily News, A2L and/or McMaster email.