

## CPSC 4700/5700: Computer Graphics, Spring, 2026

WEEK 1	TUE 3/31	Lecture 1	<b>Introduction</b>	<a href="#">Ch 1: Intro</a> , <a href="#">Ch 2: Nut, Bolt</a> <b>Assignment 1:</b> Setup and Pixels <a href="#">Ch 4: Triangles</a>
	THU 4/2	Lecture 2	<b>Rotation</b>	
WEEK 2	TUE 4/7	Lecture 3	<b>Matrices</b>	<a href="#">Ch 5: Transformations</a> <b>Assignment 2:</b> Rotate 2D Letter <a href="#">Ch 6: Matrices</a> , <a href="#">Ch 7: Perspective</a>
	THU 4/9	Lecture 4	<b>Perspective</b>	
WEEK 3	TUE 4/14	Lecture 5	<b>Shading-1</b>	<a href="#">Ch 9: Shading I</a> <b>Assignment 3:</b> Shade 3D Letter <a href="#">Ch 10: Shading II</a>
	THU 4/16	Lecture 6	<b>Shading-2</b>	
WEEK 4	TUE 4/21	Lecture 7	<b>Texture mapping</b>	<a href="#">Ch 12: Texture Mapping</a> <b>Assignment 4:</b> Texture 3D Letter <a href="#">Ch 13: Anti-Aliasing</a>
	THU 4/23	Lecture 8	<b>Anti-aliasing</b>	
WEEK 5	TUE 4/28	Lecture 9	<b>Bump mapping</b>	<a href="#">Ch 14: Bump Mapping</a> <b>Assignment 5:</b> Smooth Mesh
	THU 4/30		<b>REVIEW</b>	
WEEK 6	TUE 5/5		<b>Midterm Exam</b>	
	THU 5/7	Lecture 10	<b>Camera, Meshes</b>	<a href="#">Ch 8: Camera</a> , <a href="#">Ch 11: Widgets</a> , <a href="#">Ch 15: Meshes</a>
WEEK 7	TUE 5/12	Lecture 11	<b>Bezier Curve</b>	<a href="#">Ch 16: Parametric Curves</a> , <a href="#">Ch 17: Text</a> <b>Assignment 6:</b> Bezier Curve <a href="#">Ch 18: Parametric Patches</a>
	THU 5/14	Lecture 12	<b>Bezier Patch</b>	
WEEK 8	TUE 5/19	Lecture 13	<b>Tessellation</b>	<a href="#">Ch 19: Tessellation Shader</a> <b>Assignment 7:</b> Tessellation <a href="#">Ch 20: Geometry Shader</a>
	THU 5/21	Lecture 14	<b>Geometry Shader</b>	
WEEK 9	TUE 5/26	Lecture 15	<b>Animation</b>	<a href="#">Ch 21: Animation</a> <b>Assignment 8:</b> Animation <a href="#">Ch 3: Ray Tracing</a>
	THU 5/28	Lecture 16	<b>Other Surfaces</b>	
WEEK 10	TUE 6/2	Lecture 17	<b>Compute Shader Other Shading</b>	(not in book) (not in book)
	THU 6/4	Lecture 18	<b>Novel View REVIEW</b>	(not in book)
WEEK 11	MON 6/8	4-5:50 pm	<b>Final Exam</b>	