

# (SYLLABUS)

1. (\*)

Item with (\*) are only for the ABEEK Program.

(Year)	2016		(Semester)	1	
(Instructor)			(Course Title)		
(Course No.)	2150629401	(Class)	01	(Course Classification)	-
	100				
(Open to)	4	(Credit)	3 (1)	(Class hour per week)	3
(*) (ABEEK Classification)	- / -	(*) (ABEEK Requirement)	- / -	(Department)	
(Office)		(Telephone)		(e-mail)	
(*) (Teaching Assistant)		(*) (Office Hour)	13:00 - 15:00		
(Course Description)	3 2 , 3 OpenGL				
(Ssq)	(Course Objectives)				
1					
2	OpenGL				
(Lecture Type)	( 90 %)	( 10 %)	( 00 %)	( 00 %)	
가 (Course Grading)	(30%),	(40%),	(20%),	(10%)	
(Required Texts)	* /3 / / /2013				
(*) (Bulletin Board)	E - campus				
(*) (Prerequisite Courses)					

2.

(Week)	(Keyword)	(Description)	(Texts)	(Note)
1	OpenGL	Introduction to Computer Graphics OpenGL Modeling		
2	DirectX	Modeling DirectX Tutorial		
3	Callback Programming	DirectX Callback Programming		

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(Week)	(Keyword)	(Description)	(Texts)	(Note)
4	Mathematics for CG	Callback Programming		
5	Advanced Mathematics for CG	-		
6	Model Transformation	-		
7	Projection and Viewport Transformation	(Projection) Viewport (Transformation)		
8	Lighting	(Lighting) (Shading)		
9	Texture Mapping	Texture Mapping		
10	Shadow	(Shadow)		
11	Particle Systems	GPU 가 Particle Systems		
12	CG Functions	CG		
13	Spline Curve	Spline (Curved Line, Curve)		
14	Spline Surface	Spline #1 (Curved Surface, Surface)		
15	GUI	OpenGL GUI #2		
16				

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