CSC 240
Computer Graphics

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Fall 2016
Smith College
Outline: 11/14

- Recap lighting and Lab 9
- Texture mapping
- Lab 10: Texture mapping

- HW 7: due Wed
- HW 8: due next Tues (short!)
- Office Hours: Mon/Tues 4-5pm
  - can also come Thurs 4-5pm
Mid-Semester Assessment

Q2: What about this course and your professor's teaching of it needs change or improvement and why?

- Pre-requisites: linear algebra? data structures?
  - Probably not in the near future
  - Ongoing conversations in the department
  - For now, trying to keep math as light as possible, but it’s a core part of computer graphics

- More coding and implementation in class
- More feedback on homework, faster grading
- Clearer homework instructions and grading rubric
- Some want shorter homeworks, some longer
Mid-Semester Assessment

Q3: What can I do as a student to improve my learning in this class?

- Read the book
- Attend every class
- Ask more questions, both in class and on Piazza
- Start assignments earlier
- Go to office hours and TA hours
- Review materials earlier, not just before exams
- More cooperation with other students
Mid-Semester Assessment

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Lighting
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Suppose Poly based Normals
Vertex based Normals
Interpolated Surface Normals

glShadeModel(GL_SMOOTH)
glShadeModel(GL_FLAT)  
glShadeModel(GL_SMOOTH)
Texture Mapping