

Benha University

Computer Graphics ECE 411C

Computer Systems Engineering

Electrical Engineering Department



Faculty of Engineering (at Shoubra)

Course Title:	Computer Graphics
Course Code:	ECE 411C
Instructor:	Dr. Islam ElShaarawy (http://www.bu.edu.eg/staff/islam.elshaarawy)
Main Textbook:	Edward Angel and Dave Shreiner. <i>Interactive Computer Graphics: A Top-Down Approach with WebGL</i> . 7 th Edition, Pearson Education, Inc., 2014, ISBN 978-0133574845. http://www.cs.unm.edu/~angel/BOOK/INTERACTIVE_COMPUTER_GRAPHICS/
Other Textbook(s):	Donald D. Hearn, M. Pauline Baker, and Warren Carithers. <i>Computer Graphics with Open GL</i> . 4 th Edition, Pearson Education, Inc., 2010, ISBN 978-0136053583.
Other References:	https://www.khronos.org/webgl/ KHRONOS https://developer.mozilla.org/en-US/docs/Web/API/WebGL_API
Online Resources:	http://webglstudio.org/
Course Contents:	 Graphics Systems and Models Graphics Programming Interaction and Animation Geometric Objects and Transformations Viewing Lighting and Shading Discrete Techniques From Geometry to Pixels Modeling and Hierarchy Procedural Methods Curves and Surfaces Advanced Rendering
Course Policy:	 Attendance is compulsory. Side talking, cellphones, laptops, food/drinks, and walking¹ are not allowed. Weeping track of whatever happens during the lectures is the student responsibility regardless of attendance. Reading the relevant chapter(s) ahead of lectures is essential.

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 Leaked solution manual as well as any other resources (unless otherwise

specified) should never be used for solving the assignments.

Grading System:

Attendance ² :	00
Assignments:	10
Quizzes:	05
Midterm Exam:	10
Project:	25
Final Exam:	75

¹ If you are late for the lecture, then you are allowed to walk into the lecture hall but quietly.

² Attendance will be taken anyway.