Interactive Graphical Systems

Fall 2004
Agenda

- Points of Contact
- Registration
- Schedule
- Lab sessions
- Assignments
- Course literature
- Examination
- Project Assignment
Points of Contact

Course Homepage:
http://www.it.uu.se/edu/course/homepage/igs/ht04

Or navigate through hci.uu.se -> education

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Registration

List of registered students (32)

List of exchange students e.g. ERASMUS?

On-site registrations
The most current version of the IGS schedule can be found on the WEB pages for the course.

http://www.it.uu.se/edu/course/homepage/igs/ht04

Please check these pages regularly also for other material!
<table>
<thead>
<tr>
<th>Lecture</th>
<th>Topic</th>
<th>Date</th>
<th>Time</th>
<th>Place</th>
<th>Lecturer</th>
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<tr>
<td>F1</td>
<td>Introduktion</td>
<td>30-aug</td>
<td>10-12</td>
<td>P1111</td>
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Lab sessions

...and how it works...

- 2 PC labs at 1312 and 2315 (each approx. 16 PCs)
- Windows PC/OpenGL/VRT/Visual C(++)
- At least 2 people work together
- After registration: Access using UpUnet-S account using your C-password
- Make sure you have this password at hand !!!
- Lab session lasts 4 hours
- You work on a defined task in the group of 2 persons
- The task is described in a tutorial document
Lab sessions

...and the rules...

- Each successful lab yields 2 credit points on the course
- Lab presence is not compulsory
- Labs must be presented at the specified dates
- Lab presence only does not yield a credit point
- Practical knowledge from the lab is part of the exam
- Lab sessions must be prepared
- Don’t start reading the tutorial in the lab session
- Lab tutor/teacher sets grade on the lab
Course literature

...a kind of a special mix...

- Selected topics from each book
- Additional papers/articles
- Building Interactive Graphical Applications (Tutorial Series)
Examination

40 credit points on the course in total

10 points  lab sessions (5x2 points)
10 points  project
20 points  written exam
Project

Development of an interactive 3D "visualization" application

Perform a performance "study" for a new VR display

Apply the knowledge from the course
The specific task still to be announced
Proposals are mostly welcome
Group work strongly encouraged

Grading of the project after delivery
(October 11.october)
Example of last year's project