

## Course Information

# CSCI 375 Graphics

### Professor

Dr. Roger Webster  
CSCI Office R137  
(717) 872-3539

[roger.webster@millersville.edu](mailto:roger.webster@millersville.edu)

### Prerequisites

CS362

### Required Textbook

Learning XNA 3.0  
XNA 3.0 Game Development for the PC, Xbox 360  
By Aaron Reed  
ISBN 10: 0-596-52195-2 | ISBN 13: 9780596521950

### Goals

Introduction to the theory and implementation of computer graphics. The course develops the mathematical basis for the computer representation of two and three dimensional objects. Graphical programming assignments use the latest graphics standards.

### Grading

Programming Assignments	45%
Final Exam	40%
Quizzes	15%

These percents are approximations only. Percents can change at any time without notice. Each quiz or test may contain a laboratory component. Pop quizzes may take place without prior notice.

### Attendance

You are expected to attend class regularly, read the textbook, complete assigned problems, participate in class discussions, and work productively in the laboratory.

### Make-up Quizzes/Tests/homework/Programs

There are no make-up quizzes, tests, programs or homework without official MU documented absence. If you miss a quiz or a test or homework you will receive a zero grade for that quiz/test/homework. There are no late programs. Programs must be delivered by the time and date specified for the assignment. Submit what you have for partial credit. If you develop your programs incrementally, you will have something to turn in.