Intro to Computer Graphics

Demonstrate the basic principles of Computer Science and Computer Graphics. Students will be creating a simple OpenGL program to demonstrate some of the discussed principles.

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Design/Build Test/Defend Compare/Contrast Apply/Use Explain/Discuss Identify/Describe	1. Understand the principles of Computer Science as well as Computer Graphics. 2. Create a simple graphical program in OpenGL. 3. Design and implement a simple Graphical application.

Students will need a cell phone or tablet

No knowledge is needed, but an understanding of computer architecture and programming is recommended

We will be having the students create a simple program in

N/A

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Quiz/Test Presentation Project Writing Assignment Observation Walk Around Oral Questioning Other	Walk around. Oral Questioning. Project.

N/A

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Creating models and have a computer render these models. All sources will be cited in the presentation