

INTRODUCTION TO COMPUTER GRAPHICS

CREDIT	3	INSTRUCTOR	Jin-Kook Lee
OFFICE	Samsung Hall #522	OFFICE HOURS	
TIME	On demand	CLASSROOM LOCATION	TBA
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[COURSE INFORMATION]

COURSE DESCRIPTION & GOALS	As the demand for digital visualization is rapidly growing, there is a need to learn about computer graphics. Today, industries such as animations, games, movies, advertising, architecture, and many other fields are no longer sustainable without computer graphic technologies. With the development and broader utilization of digital visualization, there is a growing need to develop basic knowledge of computer graphic technology. This course aims to review basic computer graphic tools and then introduce various techniques for creative visual expression for a wide range of applications.
PREREQUISITE	None: This course is for beginners. No previous experience / knowledge of computer graphic is needed
COURSE REQUIREMENTS	General and fundamental skills on computing
GRADING POLICY	<p>Exercises & mini assignments 30%, Projects(one or more) 50%, Attendance 20%</p> <p><More Info.></p> <ol style="list-style-type: none"> 1) Attendance (Weekly recommended viewing time) (20%) <ul style="list-style-type: none"> ✧ A week's worth of courses are uploaded to YSCEC every Friday (except for the first week) and students need to complete their course within a week of upload. ✧ View progress rates are checked weekly-based, and texts will be sent to students who have not finished their online courses. ✧ Even after the recommended time, online courses can be watched until the final viewing date, but in this case, they are considered late and are deducted. Students who have not completed their courses by noon on August 5 will be treated as absent. 2) Exercises and assignments (30%) <ul style="list-style-type: none"> ✧ The progress of exercises related to CG in class and the assignments of exercises 3) Projects (Individual projects) (50%)

- ◇ Project I (20%)
 - In Project I, submit a summary of what project you will be working on in your major field.
 - Submit within 10 PPT pages
- ◇ Project II (30%)
 - Submit projects carried out by Colaboratory or CG contents based on Project I
 - Submit within 10 PPT pages with links or project files
- 4) Midterm exam/Final exam
 - ◇ Project-oriented class
- 5) Weekly Schedule
 - ◇ Updates in the table above

Week	Recommended viewing period (Every Friday at noon)	Final due date
Week 1	06-29(tue)-12:00 ~ 07-01(thu)-12:00	07-22(thu)-12:00
Week 2	07-05(mon)-12:00 ~ 07-08(thu)-12:00	07-22(thu)-12:00
Week 3	07-12(mon)-12:00 ~ 07-15(thu)-12:00	07-22(thu)-12:00
Week 4	07-19(mon)-12:00 ~ 07-22(thu)-12:00	07-22(thu)-12:00

TEXTS & NOTES

Lecture slides given by instructor

INSTRUCTOR'S PROFILE

Jin Kook Lee, Ph.D., Assistant Professor, Space & Design IT Lab.,
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 Dept. of Interior Architecture & Built Environment, Col. of Human Ecology, Yonsei University, Seoul, Korea

Biography: Jin Kook Lee is a researcher and developer in the field of Design Computing - the intersection of design and computation, regarding the issues between people and computers when designing and building the environment. He pursues "better environment" using computing technologies based on his interdisciplinary studies in Housing & Interior Design, Digital Design Media, Computer Science, and Architecture. Beyond computer aided design and drafting per se, Building Information Modeling (BIM) is one of his research directions that have been explored in his studies and recent research and development projects. He has been experienced in design computing practices at Hanssem, Georgia Tech Digital Building Laboratory, Autodesk, etc.

- Academic degree: B.S. and M.S. received from Yonsei University, Ph.D. from Georgia Institute of Technology
- Industry experiences: Hanssem Co. Ltd., Autodesk Inc. at San Francisco
- Academia experiences: Researcher of Digital Building Lab at Georgia Tech, Professor at Hanyang University

[WEEKLY SCHEDULE]

WEEK (PERIOD)	WEEKLY TOPIC & CONTENTS	COURSE MATERIAL & ASSIGNMENTS	NOTES
1	Course Introduction & Basic lectures about computer graphics	<ul style="list-style-type: none"> - Lab exercise - assignments 	(6.29) Class Begins
2	2D computer graphics <ul style="list-style-type: none"> - Adobe Photoshop, etc. - Bitmap and Vector graphics - Design web apps 	<ul style="list-style-type: none"> - Lab exercise - Assignments - Project 	
3	Basic 3D computer graphics <ul style="list-style-type: none"> - 3D modeling - 3D visualizations - Design web apps 	<ul style="list-style-type: none"> - Lab exercise - Assignments 	
4	Integrated and advanced utilization of graphic tools <ul style="list-style-type: none"> - Design & Visualization - Video making tools 	<ul style="list-style-type: none"> - Lab exercise - Assignments - Project 	(7.22) Classes End & Final