



University of British Columbia  
CPSC 314 Computer Graphics  
Jan 2016

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**Intro II**

**Week 1, Wed Jan 6**

<http://www.ugrad.cs.ubc.ca/~cs314/Vjan2016>

# Outline

- finish: structure/logistics
- discuss: CG or photo

# **Structure and Logistics, Cont.**

# Learning WebGL/Javascript

- this is a graphics course using WebGL
  - not a course \*on\* WebGL
- upper-level class: learning APIs is mostly self-directed
  - only minimal lecture coverage
    - basics, some of the tricky bits
  - some tutorials during labs
  - many online resources
    - entire books, many tutorial sites on the web

# Working in Teams

- teams up to 2 people for projects 1-3 (or solo)
- teams up to 3 people for project 4 (or solo)
- study groups of up to 4 people for theory homework
  
- do not just split up work and do only your part!
  - you must **each** understand everything on theory homeworks to pass exams
  - you must **each** be able to explain all low-level code and high-level algorithms in F2F demos

# Citation

- cite all sources of information besides instructor/lecture, TAs, books, team members
  - what to cite
    - discussions with non-team members, books, ideas/code from online resources
  - where to cite it
    - README for programming projects
    - end of writeup for theory homeworks

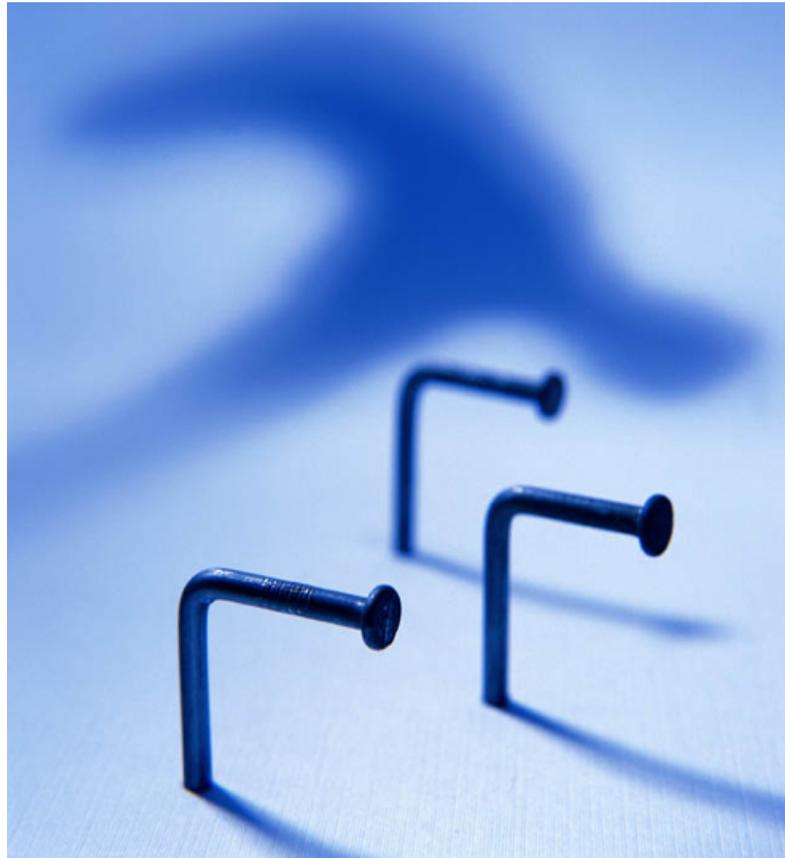
# Plagiarism and Cheating

- <http://www.ugrad.cs.ubc.ca/~cs314/Vjan2013/cheat.html>
- don't cheat, I will prosecute
  - insult to your fellow students and to me
- programming and homework can be done in teams
  - also encouraged to use the many online resources
    - but don't just copy code blindly
  - discussions beyond team: one-hour context switch rule
- during face-to-face demo, you **each must** be able to explain
  - how code works at low level
  - how algorithms work at high level
  - or no credit for that material and possible prosecution
- you'll submit statement that you've read and understood policy before we mark your work
  - as part of Lab 0 next week

**CG or Photo?**

# CG or Photo?

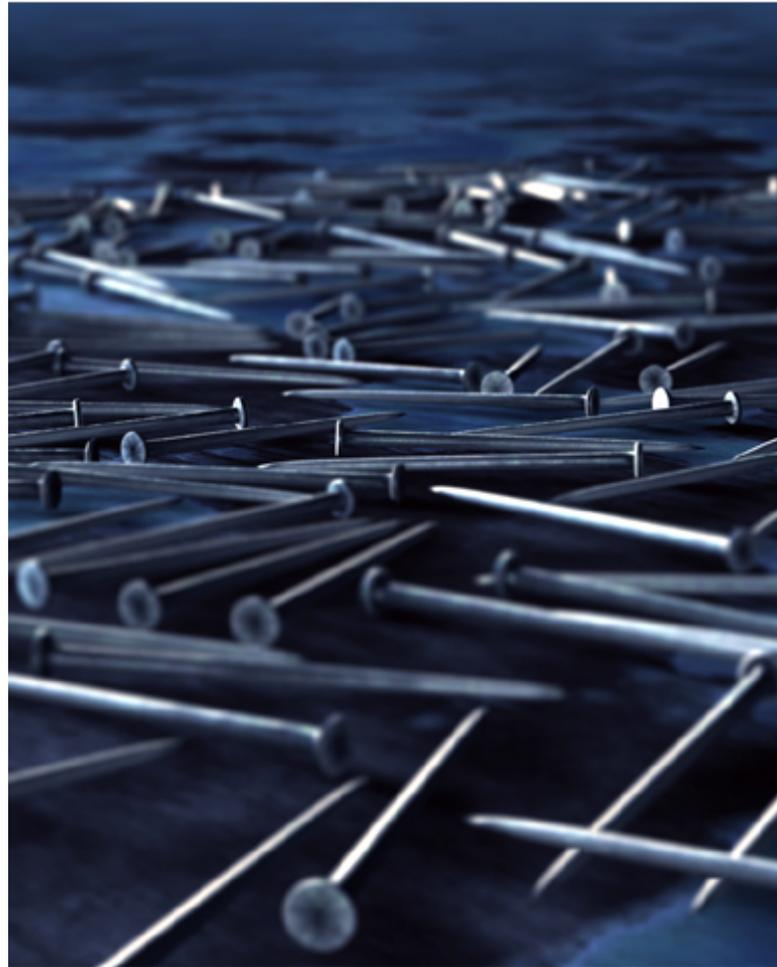
1



Fake or Foto version 1, originally from [www.alias.com](http://www.alias.com)

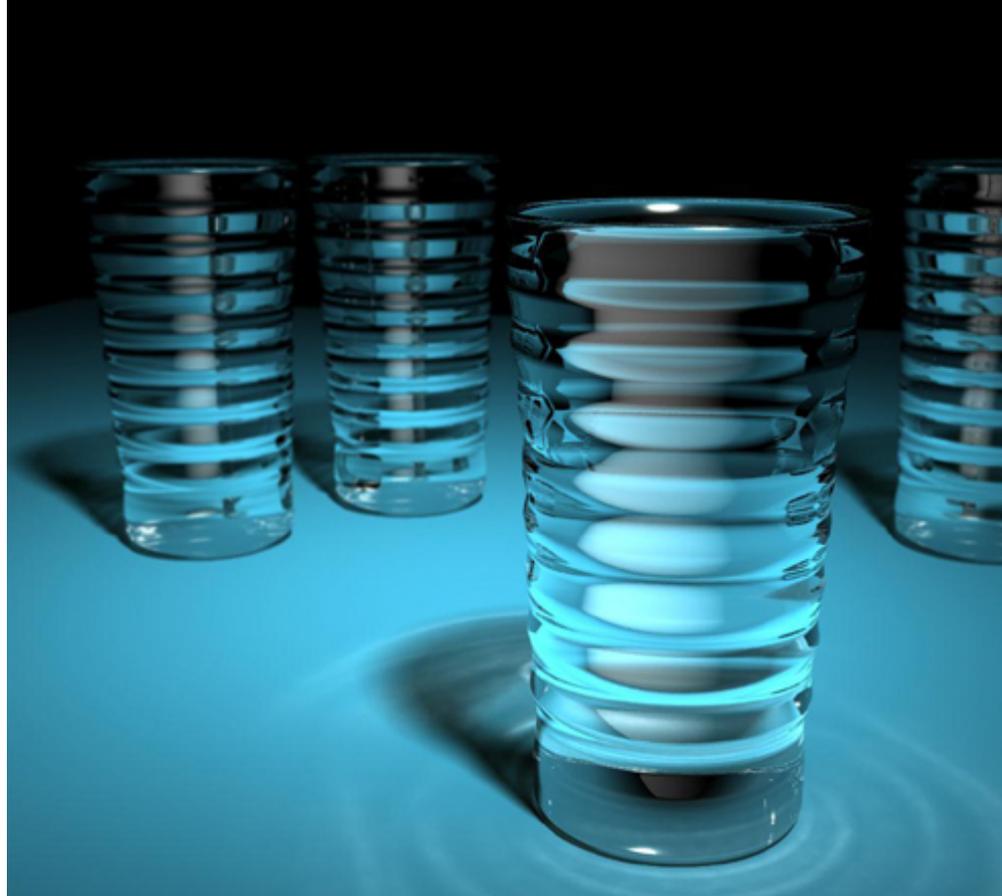
# CG or Photo?

2



# CG or Photo?

3



# CG or Photo?

4



# Group Discussion

- break into 12 groups
  - soundoff: number (1-12), your name
- discuss your group's picture in depth: 8 min
  - <http://www.ugrad.cs.ubc.ca/~cs314/slides/fakeorfoto>
  - reasons **why** you think it's CG vs a photo
    - appoint 2 people to report back to class
      - majority view
      - minority view (if consensus not reached)
- report backs: 1-2 min each
  - plus brief followup from me

# Credits

- <http://area.autodesk.com/fakeorfoto>
  - Fake or Foto, v6