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?

Fake or Foto version 1, originally from www.alias.com

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