



# **Data Structures for Computer Graphics**

Vlastimil Havran

Czech Technical University in Prague

Credits: 6 (B4M39DPG)

Lectures: Mondays 11:00-12:30

Exercises: Mondays 16:15

# Contact



- Office KN:E-420
- e-mail: [havran@fel.cvut.cz](mailto:havran@fel.cvut.cz)
- Consultation (upon email or personal request)

Consulting hours: Monday 15:30 - 16:15.

- Course webpage:

<https://cw.fel.cvut.cz/wiki/courses/b4m39dpg/start>

# Scoring: Rules of the game



- Homework
  - Presentation of an algorithm
  - Implementation in C++
  - Presentation of working implementation
  - Final report + software documentation (preferably DOXYGEN)
- Test in 10<sup>th</sup> week during exercises
- Final exam is mandatory

# Scoring: Rules of the game



- Homework project
  - Method presentation – up to 20 points
  - Implementation & its presentation – up to 25 points
  - Project/source code documentation – up to 15 points
- Test in 10<sup>th</sup> week – up to 15 points
- Final exam – up to 25 points, minimum 10
- Maximum score: 100

# Final Exam



- Only if you get a credit for finished homework (term) project
- Written and oral part
- Missing basic knowledge will result in the exam failure irrespective of points
- Content of lectures, which includes:
  - Slides content
  - Other presented knowledge not shown on slides

# Standardized Scoring



- Range 90-100 points: A
- Range 80-89 points: B
- Range 70-79 points: C
- Range 60-69 points: D
- Range 50-59 points: E
- Range 0-49 points: F (failed)