

27 APRIL – 3 JUNE 2016 SCHEDULE – BITM 3213: COMPUTER GRAPHICS INTERACTIVE

Week 10	Wednesday	27 April	Lab 6	Lab 6 – Multi-Textures Programming with OpenGL	
	Thursday	28 April	Lab 6	Lab 6 – Multi-Textures Programming with OpenGL	
	Thursday	28 April	Lecture	MODULE 4 : Geometric Objects and Transformations	
Week 11	Wednesday	4 May	Lab 7	Lab 7 – Object Loading with OpenGL	
	Thursday	5 May	Lab 7	Lab 7 – Object Loading with OpenGL	
	Thursday	5 May	Lecture	MODULE 5 : Viewing And Lighting	
Week 12	Wednesday	11 May	Lab 8	Lab 8 – Creating Virtual Environment	
	Thursday	12 May	Lab 8	Lab 8 – Creating Virtual Environment	
	Thursday	12 May	Lecture	MODULE 6 : Visualization	
Week 13	Wednesday	18 May	LAB Test 2	Lab Test 2	
	Thursday	19 May	LAB Test 2	Lab Test 2	
	Thursday	19 May	Lecture	MODULE 7 – Special Topics in OPENGL	
Week 14	Wednesday	25 May	Special Event	Special Event	
	Thursday	26 May	Special Event	Special Event	
	Thursday	26 May	Special Event	Special Event	
Week 14	Wednesday	1 June	PRESENTATION	Presentation	
	Thursday	2 June	PRESENTATION	Presentation	
	Thursday	2 June	REVISION	REVISION	