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		Where We Are			
	••	21	Lab 4a: Animation Basics	Flash animation handout	
		22	Animation 2: Rotations: Dynamics Kinematics	Chapter 17 esp §17 1 – 17 2	
		23	Demos 4: Modeling & Simulation: Rotations	Chapter 10 ¹ , 13 ² , §17.3 – 17.5	
		24	Collisions 1: axes, OBBs, Lab 4b	§2.4.3. 8.1. GL handout	
		25	Spatial Sorting: Binary Space Partitioning	Chapter 6, esp. §6.1	
		26	Demos 5: More CGA; Picking; HW/Exam	Chapter 7 ² ; § 8.4	
		27	Lab 5a: Interaction Handling	§ 8.3 - 8.4; 4.2, 5.0, 5.6, 9.1	
		28	Collisions 2: Dynamic, Particle Systems	§ 9.1, particle system handout	
			Exam 2 review; Hour Exam 2 (evening)	Chapters 5 – 6, 7 ² – 8, 12, 17	
		29	Lab 5b: Particle Systems	Particle system handout	
		30	Animation 3: Control & IK	§ 5.3, CGÁ handout	
		31	Ray Tracing 1: intersections, ray trees	Chapter 14	
		32	Lab 6a: Ray Tracing Basics with POV-Ray	RT handout	
		33	Ray Tracing 2: advanced topic survey	Chapter 15, RT handout	
		34	Visualization 1: Data (Quantities & Evidence)	Tufte handout (1)	
		35	Lab 6b: More Ray Tracing	RT handout	
		36	Visualization 2: Objects	Tufte handout (2 & 4)	
		37	Color Basics; Term Project Prep	Color handout	
		38	Lab 7: Fractals & Terrain Generation	Fractals/Terrain handout	
		39	Visualization 3: Processes; Final Review 1	Tufte handout (3)	
		40	Project presentations 1; Final Review 2	-	
		41	Project presentations 2		
			Final Exam	Ch. 1 – 8, 10 – 15, 17, 20	
	Lightly-shaded entries denote the due date of a written problem set, heavily-shaded entries, that of a mapping the reading assignment), hun graded entries, that of a paper review, and the group				
	shaded entry, that of the term project.				
	Crean blue and red latters denote even review even and even colution review dates				
Green, blue and red letters denote exam review, exam, and exam solution review dates.					
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