

FIT1034
Principles of computer graphics

Unit Guide

Semester 2, 2014

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FIT1034 Principles of computer graphics - Semester 2, 2014

This unit will introduce students to the underlying principles of computer graphics in games. Relevant mathematics will be covered, with focus on vectors and matrices. This theory will be placed into the games context and put into practice in a game engine environment. This will provide a foundation for the manipulation of graphics and content in future games programming classes and development.

Mode of Delivery

- Caulfield (Day)
- Malaysia (Day)

Workload Requirements

Minimum total expected workload equals 12 hours per week comprising:

(a.) Contact hours for on-campus students:

- Two hours of lectures
- One 2-hour tutorial

(b.) Additional requirements (all students):

- A minimum of 8 hours of personal study per week for completing lab and project work, private study and revision.

Chief Examiner

Mr Derrick Martin

Campus Lecturer

Caulfield

Derrick Martin

Consultation hours: Wednesday 10-2

Malaysia

Anuja Dharmaratne

Consultation hours: Provided in Week 1

Tutors

Caulfield

Joshua Olsen

Consultation hours: Provided in Week 1

Jason Haasz

Consultation hours: Provided in Week 1

Your feedback to Us

Monash is committed to excellence in education and regularly seeks feedback from students, employers and staff. One of the key formal ways students have to provide feedback is through the Student Evaluation of Teaching and Units (SETU) survey. The University's student evaluation policy requires that every unit is evaluated each year. Students are strongly encouraged to complete the surveys. The feedback is anonymous and provides the Faculty with evidence of aspects that students are satisfied and areas for improvement.

For more information on Monash's educational strategy, see:

www.monash.edu.au/about/monash-directions/ and on student evaluations, see:
www.policy.monash.edu/policy-bank/academic/education/quality/student-evaluation-policy.html

Previous Student Evaluations of this Unit

Previous feedback has highlighted that one of the main strengths of the unit is that it is a good blend of theoretical concept and also coding examples. This will be continued and improved through more examples this semester. Students have also indicated that the portfolio nature of the assessment items, as well as the semester test all worked well. As a consequence the nature of assessment will remain the same.

Students feedback also informed some improvements to the unit. More feedback was requested before the end of semester, which will be provided through detailed feedback on two assignments as well as the unit test.

If you wish to view how previous students rated this unit, please go to
<https://emuapps.monash.edu.au/unitevaluations/index.jsp>

Academic Overview

Learning Outcomes

Upon successful completion of this unit, students should be able to:

- describe the geometric meaning behind vectors and be able to solve mathematical problems using their relevant operations;
- describe the geometric meaning behind matrices, Euler angles and quaternions, and be able to solve mathematical problems using their relevant operations;
- demonstrate how these mathematical principles are used in computer game functions, such as player movement, cameras and collisions;
- demonstrate the ability to implement these principles practically in game programming.

Unit Schedule

Week	Activities	Assessment
0		No formal assessment or activities are undertaken in week 0
1	Unit Overview, the Cartesian Coordinate System and Multiple Coordinate Spaces (Ch. 1,3)	
2	An Intro to Vectors and Vector Operations (Ch. 2)	
3	Vectors in Practice	
4	An Introduction to Matrices (Ch. 4)	Lab Portfolio Submission 1 (Vectors) due Friday, 22nd August 2014, 12pm
5	Matrices and Linear Transformations (Ch. 5)	
6	Further Operations on Matrices (Ch. 6)	
7	Orientation and Angular Displacement (Ch. 8)	Lab Portfolio Submission 2 (Matrices) due Friday, 12th September 2014, 12pm
8	Unit Test - Vectors and Matrices	Unit Test (covering Weeks 1-6) During lecture time
9	Transformations in Practice	
10	Movement and Collisions (Ch. 9 & Appendix A)	
11	Cameras and Case Study (Ch. 10)	
12	Revision	Lab Portfolio Submission 3 (Game Math) and Code Portfolio due Friday 24th October, 2014, 12pm
	SWOT VAC	No formal assessment is undertaken in SWOT VAC
	Examination period	LINK to Assessment Policy: http://policy.monash.edu.au/policy-bank/academic/education/assessment/assessment-in-coursework-policy.html

*Unit Schedule details will be maintained and communicated to you via your learning system.

Teaching Approach

Lecture and tutorials or problem classes

This teaching and learning approach provides facilitated learning, practical exploration and peer learning. While classes will be run in Computer Laboratories to facilitate practical application in a game environment, concepts will also be discussed and worked through in a collaborative group context.

Assessment Summary

Examination (3 hours): 60%; In-semester assessment: 40%

Assessment Task	Value	Due Date
Lab Portfolio Submission 1	5%	Friday 22nd August 2014, 12pm

Unit Schedule

Lab Portfolio Submission 2	10%	Friday 12th September 2014, 12pm
Lab Portfolio Submission 3 (inc. Code Portfolio)	15%	Friday 24th October 2014, 12pm
Unit Test	10%	During lecture time (Week 8)
Examination 1	60%	To be advised

Assessment Requirements

Assessment Policy

Faculty Policy - Unit Assessment Hurdles

(<http://intranet.monash.edu.au/infotech/resources/staff/edgov/policies/assessment-examinations/assessment-hurdles>)

Academic Integrity - Please see resources and tutorials at

<http://www.monash.edu/library/skills/resources/tutorials/academic-integrity/>

Assessment Tasks

Participation

• Assessment task 1

Title:

Lab Portfolio Submission 1

Description:

This task comprises the first submission of your laboratory portfolio.

Students will be required to compile a portfolio of major laboratory tasks for submission for assessment. Details of each portfolio component are clearly indicated in the laboratory tasks for each week.

This submission contains the weekly folio tasks of weeks 2 and 3, which focus on the use of Vectors.

Weighting:

5%

Criteria for assessment:

Specific criteria for assessment will be provided on the unit website. However the portfolio work will be judged on the following broad criteria:

- ◆ Being able to recognise when to use particular mathematical functions, and choosing the correct approach
- ◆ Correctness of process through demonstration of workings
- ◆ Correctness of the end result

Late assignments will incur a 5% penalty per late day (including weekends), and may be submitted up to a maximum of 7 days late. After this time submissions will not be accepted without prior arrangement with the unit leader.

Due date:

Friday 22nd August 2014, 12pm

• Assessment task 2

Title:

Lab Portfolio Submission 2

Description:

This task comprises the second submission of your laboratory portfolio.

Students will be required to compile a portfolio of major laboratory tasks for submission for

Assessment Requirements

assessment. Details of each portfolio component are clearly indicated in the laboratory tasks for each week.

This submission contains the weekly folio tasks of weeks 4-6, which focus on the use of Matrices.

Weighting:

10%

Criteria for assessment:

Specific criteria for assessment will be provided on the unit website. However the portfolio work will be judged on the following broad criteria:

- ◆ Being able to recognise when to use particular mathematical functions, and choosing the correct approach
- ◆ Correctness of process through demonstration of workings
- ◆ Correctness of the end result

Late assignments will incur a 5% penalty per late day (including weekends), and may be submitted up to a maximum of 7 days late. After this time submissions will not be accepted without prior arrangement with the unit leader.

Due date:

Friday 12th September 2014, 12pm

• Assessment task 3

Title:

Lab Portfolio Submission 3 (inc. Code Portfolio)

Description:

This Assignment Task comprises two components:

The first part is your third and final submission of your written laboratory portfolio. Students will be required to compile a portfolio of major laboratory tasks for submission for assessment. Details of each portfolio component are clearly indicated in the laboratory tasks for each week.

This submission contains the weekly folio tasks for weeks 7-11, focusing on orientation and game movement.

The second component of this assessment item is submission of your coding portfolio exercises. These exercises will be detailed on the unit website and apply the math principles covered in a game development environment.

Weighting:

15%

Criteria for assessment:

Specific criteria for assessment will be provided on the unit website. Feedback will be provided on your progress to facilitate for improvements for your exam preparation. However the portfolio work will be judged on the following broad criteria:

- ◆ Being able to recognise when to use particular mathematical functions, and choosing the correct approach
- ◆ Correctness of process through demonstration of workings
- ◆ Correctness of the end result
- ◆ Being able to correctly apply the mathematical concepts to game code scenarios
- ◆ Creating functionally correct code

Assessment Requirements

Late assignments will incur a 5% penalty per late day (including weekends), and may be submitted up to a maximum of 7 days late. After this time submissions will not be accepted without prior arrangement with the unit leader.

Due date:

Friday 24th October 2014, 12pm

• Assessment task 4

Title:

Unit Test

Description:

An in-class unit test will be held covering content from weeks 1-6. This test will only be of 1 hour duration however will be essential in gauging your understanding of fundamental vectors and matrices concepts.

Weighting:

10%

Criteria for assessment:

Specific detail will be provided on the unit website. Feedback will be provided on your progress to facilitate for improvements for your exam preparation.

The test will be conducted in class. Students will not be permitted to sit the test at another time without formal Special Consideration forms submitted and approved by the chief examiner.

Due date:

During lecture time (Week 8)

Examinations

• Examination 1

Weighting:

60%

Length:

3 hours

Type (open/closed book):

Closed book

Electronic devices allowed in the exam:

A calculator will be allowed for this examination.

Remarks:

A sample exam will be made available a month before the examination. Previous exam is also available through the Library Exams Database. Full exam revision will be covered in Week 12.

Learning resources

Monash Library Unit Reading List (if applicable to the unit)

<http://readinglists.lib.monash.edu/index.html>

Faculty of Information Technology [Style Guide](#)

Feedback to you

Examination/other end-of-semester assessment feedback may take the form of feedback classes, provision of sample answers or other group feedback after official results have been published. Please check with your lecturer on the feedback provided and take advantage of this prior to requesting individual consultations with staff. If your unit has an examination, you may request to view your examination script booklet, see <http://intranet.monash.edu.au/infotech/resources/students/procedures/request-to-view-exam-scripts.html>

Types of feedback you can expect to receive in this unit are:

- Informal feedback on progress in labs/tutes
- Graded assignments with comments
- Test results and feedback
- Solutions to tutes, labs and assignments

Extensions and penalties

Submission must be made by the due date otherwise penalties will be enforced.

You must negotiate any extensions formally with your campus unit leader via the in-semester special consideration process: <http://www.monash.edu.au/exams/special-consideration.html>

Returning assignments

Students can expect assignments to be returned within two weeks of the submission date or after receipt, whichever is later.

Resubmission of assignments

Students may not resubmit assignments after the due date has passed.

Assignment submission

It is a University requirement

(<http://www.policy.monash.edu/policy-bank/academic/education/conduct/student-academic-integrity-managing-pla>) for students to submit an assignment coversheet for each assessment item. Faculty Assignment coversheets can be found at <http://www.infotech.monash.edu.au/resources/student/forms/>. Please check with your Lecturer on the submission method for your assignment coversheet (e.g. attach a file to the online assignment submission, hand-in a hard copy, or use an online quiz). Please note that it is your responsibility to retain copies of your assessments.

Online submission

If Electronic Submission has been approved for your unit, please submit your work via the learning system for this unit, which you can access via links in the my.monash portal.

Prescribed text(s)

Limited copies of prescribed texts are available for you to borrow in the library.

Dunn and Parberry. (2011). *3D Math Primer for Graphics and Game Development*. (2nd Edition) Wordware.

Technological Requirements

Student will be expected to check Moodle regularly for announcements and information.

Recommended Resources

While the text listed is not mandatory and required resources will be made available on the unit website, this text will prove a valuable resource for your study. The text will be available in print form through the Caulfield Bookshop, and is also available at a reduced price in digital form through Amazon.com, and an online version is available through the Monash University library.

The Unity development environments will be used in the laboratory classes to place the theoretical game math principles we cover into their appropriate practical context. While it is not essential that students have this development tool, it can help in unit revision. Unity is available free of charge via <http://unity3d.com/unity/download>

Examination material or equipment

Please refer to the unit website for more information regarding the final examination.

Other Information

Policies

Monash has educational policies, procedures and guidelines, which are designed to ensure that staff and students are aware of the University's academic standards, and to provide advice on how they might uphold them. You can find Monash's Education Policies at:

www.policy.monash.edu.au/policy-bank/academic/education/index.html

Key educational policies include:

- Student Academic Integrity Policy and Student Academic Integrity: Managing Plagiarism and Collusion Procedures ;
<http://www.policy.monash.edu/policy-bank/academic/education/conduct/student-academic-integrity-policy.h>
- Assessment in Coursework Programs;
<http://www.policy.monash.edu/policy-bank/academic/education/assessment/assessment-in-coursework-po>
- Special Consideration;
<http://www.policy.monash.edu/policy-bank/academic/education/assessment/special-consideration-policy.ht>
- Grading Scale;
<http://www.policy.monash.edu/policy-bank/academic/education/assessment/grading-scale-policy.html>
- Discipline: Student Policy;
<http://www.policy.monash.edu/policy-bank/academic/education/conduct/student-discipline-policy.html>
- Academic Calendar and Semesters; <http://www.monash.edu.au/students/dates/>
- Orientation and Transition; <http://intranet.monash.edu.au/infotech/resources/students/orientation/>
- Academic and Administrative Complaints and Grievances Policy;
<http://www.policy.monash.edu/policy-bank/academic/education/management/complaints-grievance-policy.h>

Faculty resources and policies

Important student resources including Faculty policies are located at

<http://intranet.monash.edu.au/infotech/resources/students/>

Graduate Attributes Policy

<http://www.policy.monash.edu/policy-bank/academic/education/management/monash-graduate-attributes-policy.h>

Student Charter

www.opq.monash.edu.au/ep/student-charter/monash-university-student-charter.html

Student services

The University provides many different kinds of support services for you. Contact your tutor if you need advice and see the range of services available at <http://www.monash.edu.au/students>. For Malaysia see <http://www.monash.edu.my/Student-services>, and for South Africa see <http://www.monash.ac.za/current/>.

Monash University Library

The Monash University Library provides a range of services, resources and programs that enable you to save time and be more effective in your learning and research. Go to www.lib.monash.edu.au or the library tab in [my.monash](#) portal for more information. At Malaysia, visit the Library and Learning Commons at <http://www.lib.monash.edu.my/>. At South Africa visit <http://www.lib.monash.ac.za/>.

Disability Liaison Unit

Students who have a disability or medical condition are welcome to contact the Disability Liaison Unit to discuss academic support services. Disability Liaison Officers (DLOs) visit all Victorian campuses on a regular basis.

- Website: <http://www.monash.edu/equity-diversity/disability/index.html>
- Telephone: 03 9905 5704 to book an appointment with a DLO; or contact the Student Advisor, Student Community Services at 03 55146018 at Malaysia
- Email: dlu@monash.edu
- Drop In: Equity and Diversity Centre, Level 1, Building 55, Clayton Campus, or Student Community Services Department, Level 2, Building 2, Monash University, Malaysia Campus