CS 439/539 - RenderMan--Course Syllabus

Spring Quarter - 2010

INSTRUCTOR: BILL CLARK

OFFICE/PHONE/Email: CEB 314, 359-4277, bclark@ewu.edu

OFFICE HOURS: 9:00 - 10:00 M, T, W, Th, F or by appointment


OTHER TEXTS:
The RenderMan Companion. Upstill.

HARDWARE: Lab Workstations

SOFTWARE: Pixar's RenderMan (prman), Maya 2010, RenderMan Studio.

LECTURE TOPICS: An APPROXIMATE sequence of the topics that we will cover this quarter, is:

<table>
<thead>
<tr>
<th>Introduction to RenderMan</th>
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<td>RIB File Structure</td>
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<td>The Reyes Pipeline</td>
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<td>RenderMan Primitives</td>
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<td>Texturing in RenderMan</td>
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<td>Shader Language Basics</td>
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<td>Details of Shader Writing</td>
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GRADING:

All grades in this course will be based on several specific assigned projects and one user selected (with instructor approval) project and the presentations of the projects.

Groups: Group work will be allowed only on the final project and then only if the topic is difficult or extensive.

FINAL GRADES:

Projects: The entire grade will be based on project grades.
Completion of all the basic elements in a project assignment with no additional extension elements will guarantee a grade of 3.0 on the project. To earn a grade higher than this you must contribute more than the basics of a project. Many things can be counted as additions for further credit, I will be mentioning possibilities during lecture. If you have an idea for an additional extension and are uncertain about whether it qualifies or how much grade credit it will earn you please discuss the possibilities with me before carrying out the extension.

Professional Behavior:

All students are expected to act in accordance with the ACM Standards for Professional Behavior. While I expect, and encourage, students to work together in an appropriate manner, taking credit for someone else's work is forbidden and is grounds for receiving a 0.0 on the assignment, 0.0 in the class, a grade of XP (failure for cheating), expulsion from the program or expulsion from the University. Appropriate activities include discussing program ideas, helping with code debugging, and offering suggestions based on a running program. Inappropriate behavior includes jointly developing a program and submitting it separately, putting your name on a copy of someone else's code, and using an algorithm or code copied from any source without crediting the source. Should you have any questions about appropriate behavior, please talk with me before submitting your work.

All Projects must be turned in on time. If you are late with a project you must meet with me to discuss the grade penalty (if any) and the final due date. Any projects submitted after the final due date will not receive a grade (0.0).

All projects must be submitted to receive a passing final grade (2.5) even if the project will not be graded because of lateness.