6.837 Changes

Text
- Students hated the text

Exams
- Exams are stressful

Lecture notes
- Either handed out in class, available from MIT print shop (TBA), or online

Programming Assignments
- Fall '95 students were guinea pigs
- Hired a UROP this summer for course s/w

Athena SGI Clusters
- Last year, 20-30 machines in special clusters
- This year, about 100 (but all are public)

Course calendar
- All lecture topics posted (slight changes possible)
- All due dates posted as of today (no changes)

Teaching staff
- Last year, two TAs
- This year, three TAs and an LA!

6.837 Grading

First assignment
- PS0: online signup, survey, picture, demos
  - Due 5pm next Friday, 13 September
  - **Required** for registration in this course

Programming assignments (60%)
- Due Fridays at 5pm, weeks 2-5, 7-9
- PS1: primitive and scene modeling (2 parts, 15 pts)
- PS2: scan conversion (15 pts)
- PS3: ray casting, ray tracing (2 parts, 20 pts)
- PS4: interaction (10 pts)

Final project (40%)
- Brainstorming week 9
- Team formation, written proposals week 10 (5 pts)
- Project deliverables, writeup due week 14 (35 pts)
- Team demos for staff week 15, by appointment

Late policy
- Assignments time-stamped by `turnin` (or equivalent)
- No late assignments will be accepted, period, except with a letter from the Dean.

Prerequisites

18.06 (Linear Algebra):
- Vectors (dot, cross products, etc.)
- Matrices and matrix operators
- Solving linear systems
- Bases: spanning, orthogonal, orthonormal

6.046J (Algorithms):
- Algorithm complexity, "big O" notation
- Upper bound (can't be harder than...)
- Lower bound (at least as hard as...)
- Basics: sorting, convex hulls, tree traversal, etc.

Some C Programming Experience
- Assignments assume C proficiency
- You will pick up C++, OpenGL, OpenInventor, Java...

Substitutions:
- Analogous courses; relevant experience; osmosis
- An enthusiastic attitude and high tolerance for pain
- Justin's and David's evening review sessions (TBA)