CSCI-305 Animation and 3D Programming
Course Syllabus
Fall 2017

Course Description
Introduction to 3D graphics and animation using JavaScript and the Babylon.js API. Scenes, cameras, lighting, shadows, materials, collision avoidance and physics engines are discussed.

Instructor
Eric McGregor, Ph.D. 
Email: rmcgregor@bridgewater.edu
Office: McKinney Center, Room 220
Office Hours: M,W,Th (2pm–4 pm), Tu (2pm–3 pm)

Meeting Times
Lectures: MWF @ 12:00 – 12:50 p.m., McKinney 226

Required Materials
1. Domain name
2. Web site hosting account
3. WebStorm or other Javascript IDE

Grading
You will be expected to regularly produce web context throughout the semester that demonstrates your experimentation with various Babylon.js facilities. These will be evaluated for your final grade.

Final numeric grades are based on the following percentages:

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<tr>
<th>Percent of Final Grade</th>
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<tr>
<td>12 Web Experiments</td>
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Additional Documents
This syllabus is accompanied by a document titled ‘Course and Classroom Policies, Fall 2017’. If you did not receive this document please ask your instructor for a copy.