0. Survey Results

1. Ever had a CG class before?

YES	11
NO	9

For those who have had a course, it was between 1979 and “a few years ago,” with the median year being around 1990.

The courses were at UW (3), Stanford (2), BYU, Ohio State, Seattle U, and Colorado State.

2. What do you hope to get out of the class?

Answers were all over the place:

- “Basic knowledge of 2D and 3D rendering and animation”
- “More than clipping and 3D pipeline”
- “OpenGL and Direct3D”
- “API agnostic real-time 3D rendering techniques”
- “Tricks in 3D games and animation”
- “Data visualization”
- “Current developments in the field”

3. What kind of work do you do?

Again, lots of different things:

- Application development
- Streaming network video/audio
- Simulations of aircraft and avionics
- Engineer on typography related issues
- Web stuff
- Natural languages

4. Preferred classroom experience?

Lectures	8
Student presentations	0
Combination	12

Those wanting just lectures were adamant.

Those wanting combination still wanted primarily lectures.

5. What kind of assignments?

Programming	16
Homeworks	7
Reading and presenting	8
Artifacts	11
Combination	15

Most wanted small programming projects.

Some voiced concern over partner-based projects.

6. How many hours/week outside of class?

Ranged from "3–4" to "as much as it takes."

Median is about 10 hours.

7. Topics, sorted by level of interest

Graphics programming	137
Rendering tricks	132
Curves and surfaces	128
Hidden surface	124
Image processing	119
Ray tracing	117
Level-of-detail	116
Shading	115
Morphing	111
Geometric transformations	106
Visual perception	104
Hierarchical modeling/animation	103

8. Other subjects?

- VRML
- Graphics standards
- Image recognition
- Games programming
- Real-time and performance issues
- Progressive mesh rendering
- Query by image content
- Image and video storage and processing

9. Fundamentals vs. cutting edge

Fundamentals	13
Cutting edge	9

Many asked for both: fundamentals, then latest developments.

10. Breadth vs. depth

Breadth	14
Depth	6