

COURSE SCHEDULE

Friday, 6/13

- Introductions (All)
- Camp Schedule (Roth)
- Computer Accounts (Roth)
- Introduction to Visual C++ (Roth)
- Discovery Lab demos (Bahls)
- Compiling "Hello World" (Roth)

Saturday, 6/14

- Introduction to OpenGL (Roth)
- OpenGL demos (Roth)
- 2D Vector Math (Roth)
- Drawing 2D Objects (Roth)

Monday, 6/16

- 3D Vector Math (Roth)
- Drawing 3D Objects (Roth)
- Orion Galaxy Visualization (Genetti)
- 3D Projections (Roth)
- 3D Viewing Commands (Roth)

Tuesday, 6/17

- Image File Formats (Roth)
- Postcards from Camp (Genetti)
- CAVE Sample Program (Bahls)
- VRjuggler and CAVE Simulator (Bahls)
- VR Project Brainstorming (All)

Wednesday, 6/18

- ARSC Tour (All)
- Particle Systems (Genetti)
- VR Project Design (All)
- CAVE interface programming (Bahls)
- CAVE Simulator/Sample Program (Bahls)
- VR Projects (All)

Thursday, 6/19

- Computers at the Movies (Genetti)
- 3D Postcards (Genetti)
- Final Presentation Prep (Roth)
- Discovery Lab Testing (Bahls)
- VR Projects (All)

Friday, 6/20

- VR Projects (All)
- Final Presentation Planning (All)
- Discovery Lab Testing (Bahls)
- Complete Final Presentation (All)