		DRA	FT Design with Virtu	ıal Reality Syllabus, (CS 4654/ARCH 420	1		
Class #	Date	Lecture Topic	Required Reading Due	Project Assigned	Project Due	ARCH Students	CS Students	Lecturer
				Week 1				
1	1/27/2016	Course Overview				Blinn's Environment Mapping	Rhino Modeling	Don
2	1/29/2016	Historical Perspective/ VR Hardware Overview	Lavalle, Chapter 1; Greenberg, Slides from ART 2907	Simplified VR Test/Rhino Model with Texturing and Environment Mapping, Due 2/5/16				Don
				Week 2				
3	2/1/2016		Mather, Chapter 6, "The Physics of Vision"; Lavalle, Chapter 2			Review of Linear Transformations, Chapter 3.1-3.3 of Lavalle	Help with the installation of Valve tracking system	
4	2/3/2015					Williams Mip- Mapping		
5	2/5/2016	Discussion of Test Models/What's Wrong?			Simplified VR Test/Rhino Model with Texturing and Environment Mapping			
				Week 3				
6	2/8/2016	VR Software Overview/ Unity, Unreal, Stingray	Mather, Chapter 7, "Visual Physiology"			Whitted's Ray Tracing		Joe
7	2/10/2016							
8	2/12/2016		Lavalle, Chapter 5, "The Physiology of Human Vision"					
				Week 4				
	2/15/2016	February Break						
9	2/17/2016		Mather, Chapter 10, "Depth Perception"; Greenberg, Stereoscopic Depth Cues Slides			Matthew Low's Thesis Section on Stereoscopic Depth Cues, Chapter 2		
10	2/19/2016							
				Week 5			•	
11	2/22/2016	Visit by Jeremy Selan (Valve)	Tracking Technologies (?)					
	2/23/2016	Visit by Jeremy Selan (Valve) We will have class today. Time TBA.						
12	2/24/2016		Mather, Chapter 12, "Color Vision"					
13	2/26/2016							
				Week 6			1	

14	2/29/2016				Joe
15	3/2/2016				Joe
16	3/4/2016				Joe
			Week 7		
17	3/7/2016				Joe
18	3/9/2016				Joe
19	3/11/2016	Review			Don
			Week 8		
20	3/14/2016				
21	3/16/2016	Potential Trip to New York City			
22	3/18/2016	Potential Trip to New York City			
			Week 9		
23	3/21/2016				
24	3/23/2016				
25	3/25/2016				
			Week 10		
NA	3/28/2016	Spring Break			
NA	3/30/2016	Spring Break			
NA	4/1/2016	Spring Break			