

Reprinted from the May 1999 issue of *Computer Graphics*.

Student Gallery

This month's Student Gallery features programming projects from introductory computer science classes. All of them involved writing programs in C or C++ and made use of various OpenGL libraries. Details about the courses and the individual assignments appear in the Education column in this issue of *Computer Graphics*.

We are always looking for student work in any area of computer graphics, and we hope you will consider sending us your students' work via our online submission site at <http://www.siggraph.org/publications/newsletter/artgallery>.

Submission Guidelines:

Images must be created by students. They may be created by individuals or groups of students. The act of creating an image must involve a computer in some way.

Teachers will submit images for their students. For each issue of *Computer Graphics*, a teacher may submit up to two images. Each image should be designated either a) K-12 b) art or c) technical.

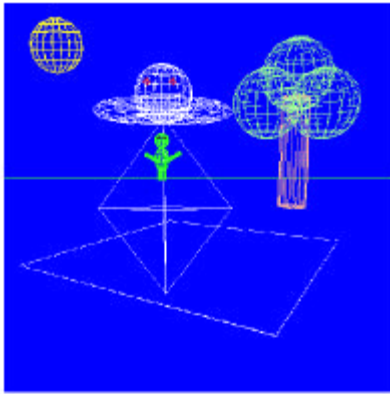
Image may be submitted electronically or on 35mm slides. Instructions and forms for submitting 35mm slides are located at <http://www.siggraph.org/publications/newletter/artgallery/ssubmit.html>.

For electronic submissions, students will need to prepare two versions of their images. The first version should be a TIFF file that is 300 dpi and approximately five inches long in the longer dimension. In other words, the image should be approximately 1500 pixels in its longer dimension. The second version should be a .gif file containing a thumbnail no bigger than two inches at 72 dpi on its longest side (144 pixels long). Instructions and fill-out forms for electronic submission are located at <http://www.siggraph.org/publications/newsletter/artgallery>.

Any student whose work is featured in *Computer Graphics* will receive a copy of the issue in which his or her work appears. In addition, both student and teacher will receive a small but much coveted prize.

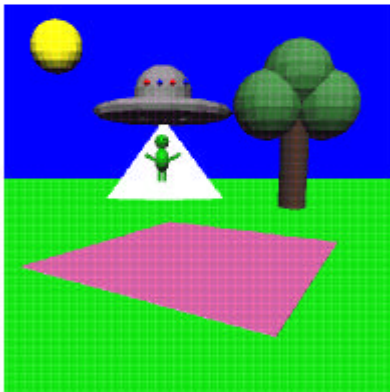
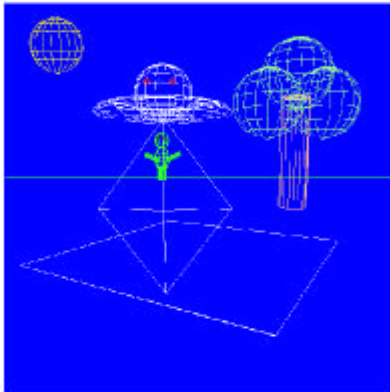
For additional information about this feature, visit the web site or contact one of the jurors listed below:

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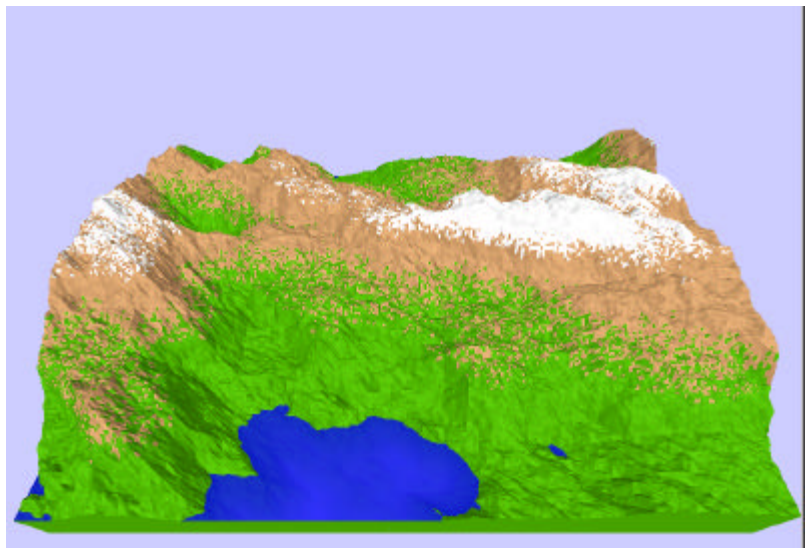
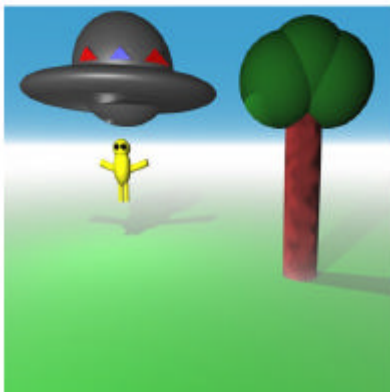
Sean Chisek
University of Illinois, Springfield

From Assignment 3 of CSC 481
Introduction to Computer Graphics
Scott Grissom, Instructor

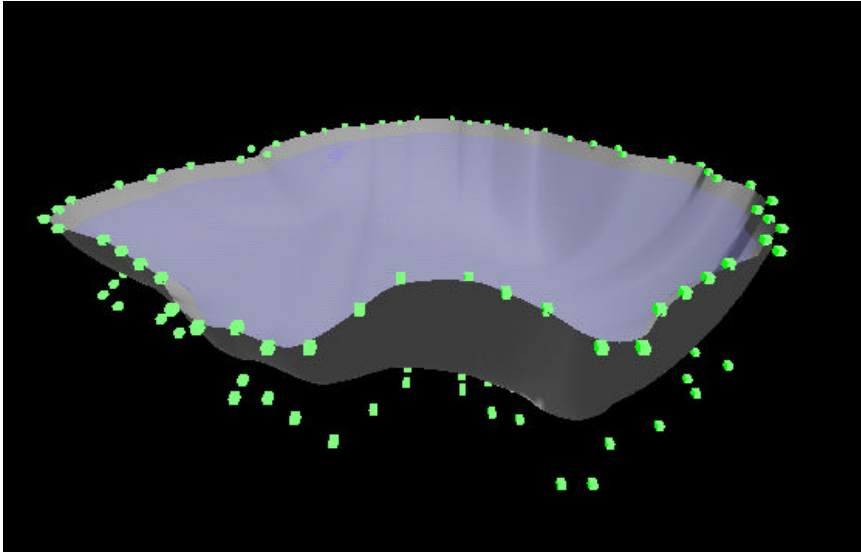


Ben Eadington
California State University
at Stanislaus

From Assignment 3 of CS 3600
Computer Graphics I
Steve Cunningham, Instructor

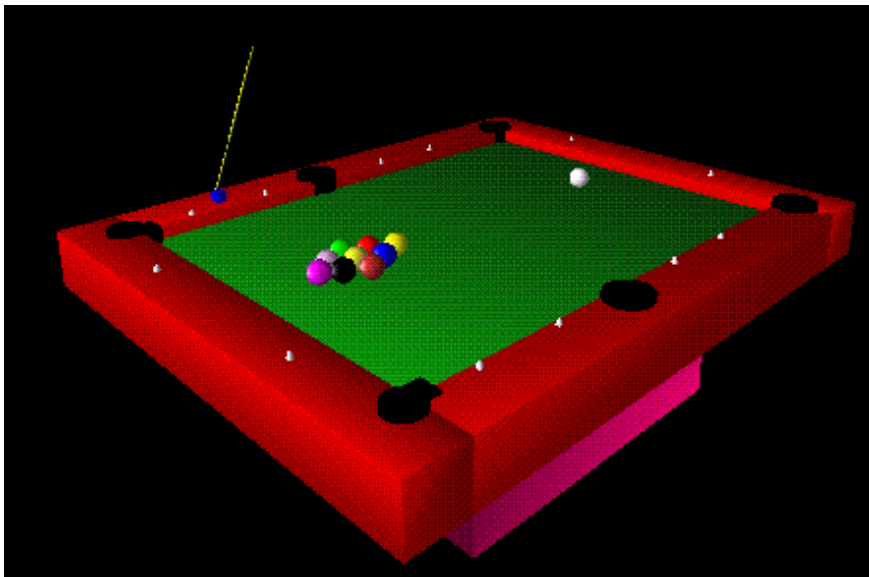


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California State University at Stanislaus

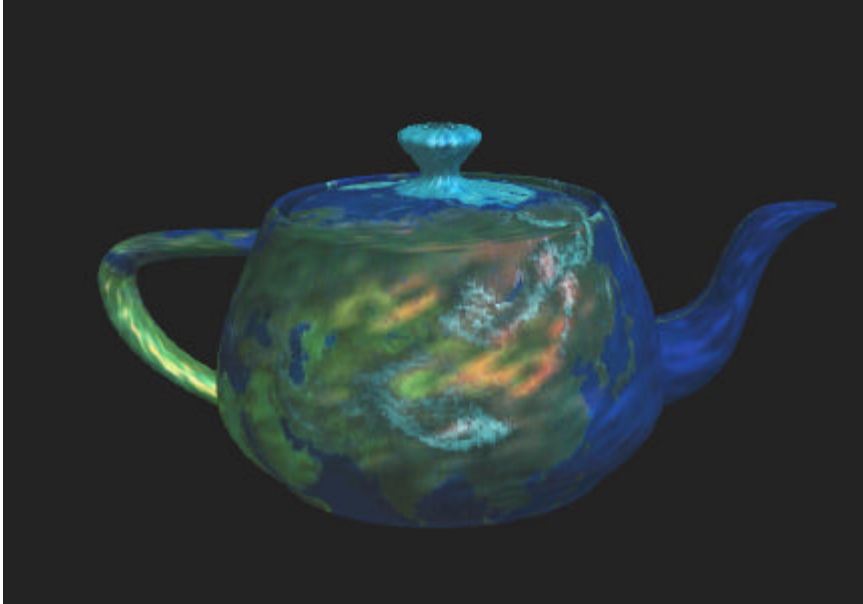
From Assignment 3 of CS 3600
Computer Graphics I
Steve Cunningham, Instructor



Derek Boss
University of Illinois, Springfield

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Introduction to Computer Graphics
Scott Grissom, Instructor

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Liz Young
DePaul University

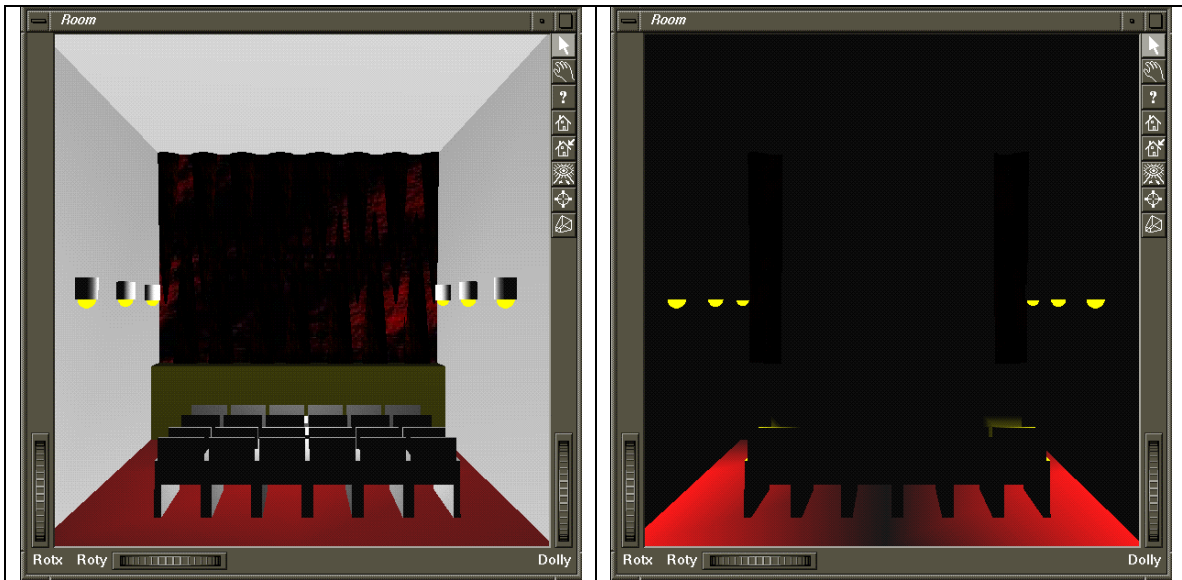
From a final project for CSC 329 Computer Graphics I
Texture and bump mapping.
Rosalee Wolfe, Instructor



Frank "Tony" Lavoie
DePaul University

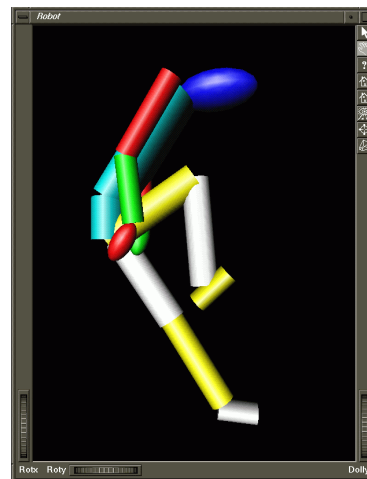
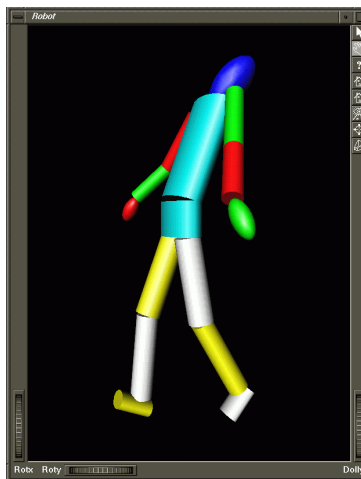
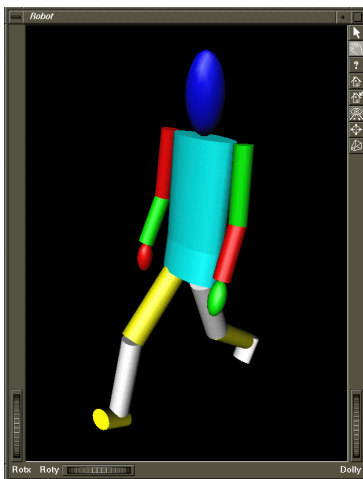
From a final project for CSC 329 Computer Graphics I
A frame from an animation.
Rosalee Wolfe, Instructor

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Taram Devitt-Carolan
California Polytechnic State University (CalPoly)

from assignment 4 in CSC 455 Introduction to Computer Graphics.
An interactive cinema. User can choose seat, open curtain, dim lights
and view a movie.
Lew Hitchner, Instructor



Brad Ciraulo
California Polytechnic State University (CalPoly)

Assignment 3 in CSC 455
Introduction to Computer Graphics.
Lew Hitchner, Instructor