CS 559 Survey
Due 9/10/01 (or the day you enroll in the class)

Name: ________________________
CS Login: _____________________

NOTE: the purpose of this survey is to help us plan the topics and assignments for the class. We WILL
NOT use this information in grading you. Circle one bold-faces word per question, or fill in the blanks.

Are you a graduate or undergrad?
Are you a CS major? An engineering major?
What year are you (e.g. first year grad, junior, …)?

Do you have a computer at home? **Yes** / **No**
If yes…
   Do you plan to use it for the programming assignments? **Yes** / **No**
   Does it have a 3D graphics accelerator? **Yes** / **No**
   Do you know what a 3D graphics accelerator is? **Yes** / **No**

Have you programmed in C++ before? **Yes** / **No**
   If yes: What was the biggest program you’ve written __________________________
   If not:
      What programming languages have you used? __________________________

Have you ever programmed other than for a class? **Yes** / **No**

Have you ever used Microsoft Visual Studio? **Yes** / **No**
Have you ever used a debugger? **Yes** / **No**

Have you ever used an image editing program (like Photoshop)? **Yes** / **No**
Have you ever used a digital camera? **Yes** / **No**

Have you ever used a CAD program? **Yes** / **No**
Have you ever used a 3D modeling or animation program? **Yes** / **No**

Did you see any movies this summer that involved computer graphics? **Yes** / **No**
   If yes, please list 1 or 2 that most impressed you technically
      __________________________  __________________________

Did you play any computer games over the past year? **Yes** / **No**
   (it’s OK to admit it – I did)
      If yes, list 1 or 2 with interesting graphics __________________________

Have you learned about 3D graphics before (on your own, for example)? **Yes** / **No**

Circle one or two of the following topics that you find most interesting. If you don’t know what something is, cross
it out. (don’t worry, you’ll know what they are by the end of the course). Circle just one or two.

**How 3D games work**  **How animated movies are made.**  **Digital Video**  **Video Compression**

**Medical Imaging**  **Scientific Visualization.**  **Special Effects**  **Virtual Reality**

**CAD**  **Graphics Hardware.**  **Computational Geometry**

**How to make pictures look good on the web**