CS 6366 Computer Graphics (3 semester hours) Device and logical coordinate systems. Geometric transformations in two and three dimensions. Algorithms for basic 2-D drawing primitives, such as Brensenham's algorithm for lines and circles, Bezier and B-Spline functions for curves, and line and polygon clipping algorithms. Perspectives in 3-D, and hidden-line and hidden-face elimination, such as Painter's and Z-Buffer algorithms. Fractals and the Mandelbrot set. Prerequisites: CS 5330, CS 5343, and MATH 2418 (linear algebra). (3-0) Y (2016-02-05 21:17:14)