CS6366 - Computer Graphics

**CS 6366** Computer Graphics (3 semester credit 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 and CS 5343 and MATH 2418. (3-0) Y (2016-02-05 23:59:20)