CS3360 - Computer Graphics for Artists and Designers

CS 3360 Computer Graphics for Artists and Designers (3 semester credit hours) Device and logical coordinate systems, and the nature of raster display. Algorithms for basic 2-D drawing primitives, such as line-drawing, clipping and Bezier curves. Perspectives in 3-D, and hidden-face elimination, such as Painter's and Z-Buffer algorithms. Color and texture. Fractals and the Mandelbrot set. May not be used to satisfy degree requirements for majors in the School of Engineering and Computer Science. Prerequisite: CS 2335.

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