CS 4361 Computer Graphics

Computer Graphics (3 semester credit hours) Review of graphic display architecture and graphic input devices. Two- and three-dimensional transformations, matrix formulations, and concatenation. Clipping and windowing. Data structures for graphics systems, segmented display files, rings, etc. Hidden line and surface elimination. Shading. Graphics packages and applications. Prerequisites: MATH 2418, and (CE 2336 or CS 2336 or TE 2336), and (CE 3345 or CS 3345 or SE 3345 or TE 3345 or equivalent). (3-0) Y