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. (3-0) Y