CS4361 - Computer Graphics

CS 4361 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 CS 2337) and (CE 3345 or CS 3345 or SE 3345) or equivalent. (3-0) Y