

COMPUTER *graphics*



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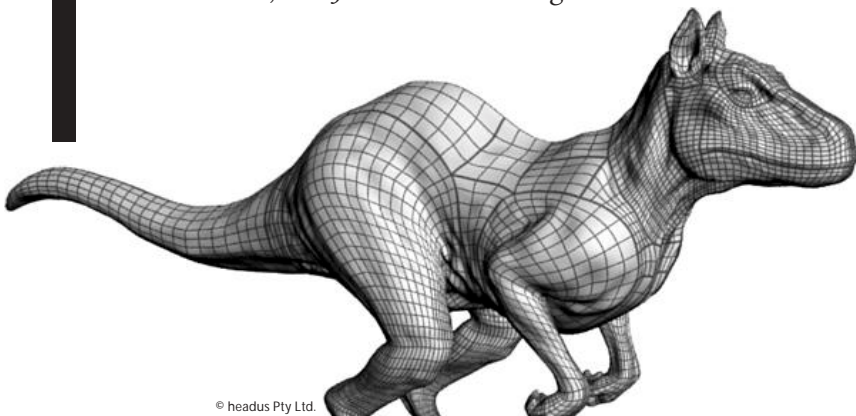
CS 465: Computer Graphics I CS 467: Computer Graphics II CS 468: Computer Graphics Practicum

COM S 465 Computer Graphics I (also ARCH 374)
Fall. 4 Credits. Prerequisite: COM S/ENGRD 211.
Instructor: Steve Marschner

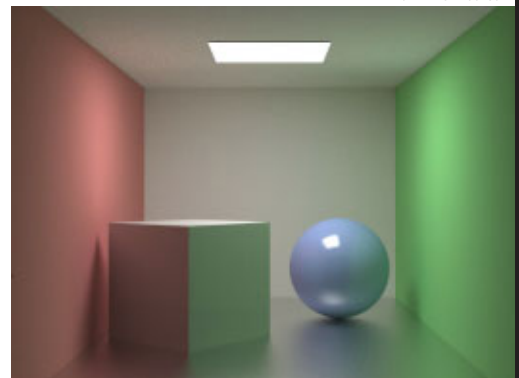
An introduction to the principles of computer graphics in two and three dimensions. Topics include human visual perception, digital images, rasterization and antialiasing, 2D and 3D affine geometry, perspective and 3D viewing, spline curves, elementary 3D surface modeling, and ray tracing. Homework assignments require some programming.

COM S 467 Computer Graphics II
COM S 468 Computer Graphics Practicum
Spring. 3+2 Credits. Prerequisites: COM S 465
Instructor: Kavita Bala

This course covers the principles of computer graphics in detail. A wide variety of topics are covered including 3D transformations, the hardware graphics pipeline, advanced texturing and shading, visual perception and color science, rendering algorithms including global illumination, animation, user interfaces, visualization, and 3D surface modeling.



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COM S 468 is the practicum that accompanies COM S 467. In this course students will get hands-on experience in computer graphics programming. Programming assignments will cover 3D transformations, modeling, shading, rendering, animation, and user interfaces. The course will use Java, OpenGL, and Cg for code development.