

COMP SCI 559 001 : Computer Graphics

Published

College: Letters and Science
Department: Computer Sciences

Term: 2022 Spring [1224]
Instructor: GLEICHER, Michael

🏠 Course Section Home

Course Details

🔄 Last imported from university systems on Oct 14, 2014

Description

Survey of computer graphics. Image representation, formation, presentation, composition and manipulation. Modeling, transformation, and display of geometric objects in two and three dimensions. Representation of curves and surfaces. Rendering, animation, multi-media and visualization. Fluency with vector mathematics (e.g., from MATH 234 or a linear algebra class) is recommended. Enroll Info: None

Prerequisite(s)

(MATH 222 or MATH 276) and (COMP SCI 367 or 400) or graduate/professional standing or declared in the Capstone Certificate in Computer Sciences for Professionals

Term

📅 2022 Spring [1224]
November 23, 2021 to June 15, 2022

Instructor

👤 GLEICHER, Michael

Course Section Checklist

83% COMPLETE

Syllabus Form Design

- Import Syllabus Defaults
- Complete Syllabus Form







Course Section Assignments

- Create Assignments
- Link Assignments

Course Section Design

- Create Section CLOs (SCLOs)
- Publish course section *

Course Section at a Glance

	CREDITS 3		TOTAL CREDITS 3		TOTAL ENROLLMENT 198
	SECTION CLOS 6		ALL CLOS 6		TOTAL ASSIGNMENTS 36