

CSCI480: Computer Graphics

Course Coordinator

Saty Raghavachary

Other instructors for course

None

Textbooks and other required materials

Computer Graphics: Theory into Practice by Jeffrey McConnell, Jones & Bartlett
2006

Course Outline

1. Linear Algebra
2. Space Transformations
3. Line Rasterization
4. Polygon Rasterization
5. Visibility Algorithms
6. Shading
7. Shadow generation
8. Texture mapping
9. OpenGL
10. GPUs
11. Modeling
12. Animation
13. Visual effects
14. Global illumination
15. Non-photoreal rendering
16. Graphics applications