

Course Catalog - Fall 2006

Computer Science

419 ***Advanced Comp Graphics*** credit: 3 or 4 hours.

Advanced methods for representing, displaying, and rendering two-, three-, and four-dimensional scenes. General algebraic curves and surfaces, splines, Gaussian and bump-function representation, fractals, particle systems, constructive solid geometry methods, lighting models, radiosity, advanced ray-tracing methods, surface texturing animation techniques, data visualization methods. Same as CSE 428. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 418.