Class Schedule - Spring 2012

Computer Science

CS 418  **Interactive Computer Graphics**  credit: 0 TO 4 hours.
Basic mathematical tools and computational techniques for modeling, rendering, and animating 3-D scenes. Same as CSE 427. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 225; MATH 225 or MATH 415; MATH 241.
Students will register for a lecture and a discussion section.

<table>
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<tr>
<th>CRN</th>
<th>Type</th>
<th>Section</th>
<th>Time</th>
<th>Days</th>
<th>Location</th>
<th>Instructor</th>
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<td>48270</td>
<td>Discussion/Recitation</td>
<td>AD1</td>
<td>02:00 PM - 02:50 PM</td>
<td>M</td>
<td>1111 - Siebel Center for Comp Sci</td>
<td>Hart, J</td>
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<td>31361</td>
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Credit Hours: 3 hours

Restricted to Graduate - Urbana-Champaign.