Computer Science

CS 419  **Production Computer 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. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 418.

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<th>Time</th>
<th>Days</th>
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<th>Instructor</th>
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<td>C3</td>
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<td>Shaffer, E</td>
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Credit Hours: 3 hours

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Credit Hours: 4 hours
Restricted to Graduate - Urbana-Champaign.