Computer Science

CS 418  **Interactive Computer Graphics**  credit: 3 or 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.

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<tr>
<th>CRN</th>
<th>Type</th>
<th>Section</th>
<th>Time</th>
<th>Days</th>
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Credit Hours: 3 hours
For up-to-date information about CS course restrictions, please see the following link: http://go.cs.illinois.edu/CSregister

Credit Hours: 4 hours
Restricted to Graduate - Urbana-Champaign.
For up-to-date information about CS course restrictions, please see the following link: http://go.cs.illinois.edu/CSregister
Credit Hours: 4 hours
Restricted to O/C Engineering City Scholars students.