CSc 472
Computer Graphics

Prof. George Wolberg
Dept. of Computer Science
Fall 2012
MW 2:00pm - 3:15pm

CSc 47200 is an intensive introduction to computer graphics intended for advanced undergraduate students. Topics include graphics hardware, OpenGL, geometric transformations, 3D viewing, visible surface determination, scan conversion, illumination and shading, splines, ray tracing, and animation. These topics form the basis of high-quality rendering as used in scientific visualization, simulation, and entertainment applications.

The course will emphasize computational techniques for implementing useful computer graphics algorithms. There will be several substantial programming assignments aimed at reinforcing the material covered in class. The projects, written in C/C++, will make use of OpenGL, a leading graphics library standard that runs on all major hardware platforms.

Prerequisite: CSc 30100, CSc 32200. Good working knowledge of C/C++.


More course info can be found at:
www-cs.ccny.cuny.edu/~wolberg/cs472