

Course Number

CSC-385-01

Course Description

Implementation and use of algorithms for computer graphics. Rendering and representation of 3D objects. Lighting, shading and texture mapping surfaces of 3D objects. Programming interactive graphics applications. Constructing 3D models of real-world objects.

Academic Term

20/WI

Instructor

Anderson, Matthew

Location & Meeting Time

Olin Building-106+ M/W/F 10:30AM-11:35AM LEC

Petition

N

Credits

1.00

Capacity

25

Total Students

20

Additional Information

<http://cs.union.edu>

Interdisciplinary Programs

Film Studies

Academic Department

Computer Science

Field Of Study

Computer Science (CSC)