

Course Number	CS 485	Course Title	Computer Graphics			
Semester Hours	3	Course Coordinator	Tong Shu			
		FA20				
Catalog Description	Principles and techniques of computer graphics. Interactive graphics software development using a modern graphics standard such as OpenGL. Topics include: primitives, transforms, clipping, modeling, viewing, texture, lighting and shading. Advanced rendering and modern graphics hardware.					
SP15						
Textbooks						
SP21						
Kessenich, J., Sellers, G. & Shreiner, D. (2016). <i>Open GL Programming Guide: The Official Guide to Learning OpenGL, Version 4.5 with SPIR-V.</i> , Addison-Wesley, 9 th Edition. ISBN 978-0134495491.						
Kaeli, D., Mistry, P., Schaa, D., and Zhang, D.P. (2015). <i>Heterogeneous Computing with Open CL 2.0.</i> Morgan Kaufmann, 3 rd edition. ISBN: 9780128014141.						
References						
SP15						
Steve Marschner & Peter Shirley, <i>Fundamentals of Computer Graphics</i> , AK Peters/CRC Press, 2021, 5 th edition ISBN: 978-0367505035.						
Course Learning Outcomes						
<ul style="list-style-type: none"> • To learn the principles of modern computer graphics. • To be able to design and implement computer graphics models and applications. 						
Assessment of the Contribution to Student Outcomes						
SP20						
Outcome →	1	2	3	4	5	6
Assessed →	X	X				X
Prerequisites by Topic						
CS 306 with a grade of C or better or graduate standing; Mathematics 150 and 221 are recommended.						

Major Topics Covered in the Course

1. Introduction: applications, basic concepts, overview {3 classes}
2. Graphics programming and the OpenGL API, primitives, attributes {4 classes}
3. Graphics devices: CRTs, random scan and raster scan, input devices, etc. {3 classes}
4. Interactive input methods: input devices (logical and physical), handling user events and interactions {3 classes}
5. 2-D Graphics: transformations, matrix representations, composite transformations {4 classes}
6. Graphics client/server; display lists; hierarchical modeling {3 classes}
7. 3-D Graphics: primitives, transforms, hidden surface removal {4 classes}
8. Clipping and viewpoints, clipping algorithms {3 classes}
9. 3-D Viewing and projections {4 classes}
10. Object representations, CSG, sweeps etc. {3 classes}
11. Lighting, texture, ray tracing, anti-aliasing, animation {6 classes}