California State University, Stanislaus

[Archived Catalog]

CS 4600 - Computer Graphics II

3 unit(s)

Computer graphics algorithms and techniques, implementing the graphics techniques used in CS 3600. Projections and transformations, color models, polygon interpolation, advanced splines, ray tracing, volume rendering, and various specialized techniques.

Prerequisites: CS 3600; MATH 2530 or equivalent is recommended.

Spring 2024 Schedule of Classes | University Bookstore