California State University, Stanislaus

[Archived Catalog]

CS 3600 - Computer Graphics I

3 unit(s)

Introduction to computer graphics programming using a current graphics API with emphasis on the use of computer graphics in the sciences and mathematics. Course includes modeling, rendering, animation, interaction, and realism.

Prerequisites: CS 2500.

Hours: (Lecture, 2 hours; laboratory, 2 hours)

Spring 2024 Schedule of Classes | University Bookstore