Year of study: Senior

a) Computer Graphics (CS 452)  
b)Both courses are pretty Maths heavy. I only took CG so I can only speak for that course.  
The quizzes and exams include all the theory taught in class, however, the Lab Assignments are not directly taught but are implementations of those theoretical concepts and are assisted. The final project is in pairs and is essentially a game that you need to make with 3D models being created by you in Blender and the end game in either Unity or Unreal Engine. While there's a few tutorials held for these tools, you are mostly expected to learn them on your own for the project  
The Lab Assignments were weekly and quizzes were random, mostly unannounced. Dr Murtaza was amazing as an instructor but the workload can feel a bit overwhelming at times while trying to keep up with the concepts being taught in class, practicing or completing Lab Assignments and working on the Project since they aren't necessarily directly related  
In terms of future prospects, as far as I know Dr Murtaza himself has projects mostly related to Computer Vision or Deep Learning. The industry application for CG would be in VFX, Animations etc. One project of Dr Murtaza Taj in the field of CG was digitally recreating and preserving historical sites  
c)5

Gpa: a) Computer Graphics (CS 452)  
b)CG has math but nothing beyond basic linear algebra.  
The course is an adapted (i.e. stripped down) version of a course at UC Berkeley. You can find lectures and assignments here:  
https://cs184.eecs.berkeley.edu/sp21  
The workload can be anywhere from intense to minimal depending on academic integrity ki kitni maa behn aik karni hai, since many Berkely students have completed assignments on their github. Same goes for learning.  
Personal opinion: I loved the course.  
c)5