# Course Information

Welcome to CS 355! This is a course on the basic mathematics, geometry, algorithms, and other concepts underlying the fields of computer graphics, image processing, computer vision, interaction. We will cover not only these underlying concepts but see how they are used in these various areas.

CS 355 is a prerequisite to the following follow-on courses:

- CS 450: Introduction to Digital Signal and Image Processing (soon to be renamed to Computer Vision)
- CS 455: Computer Graphics

This class taken alone can provide a broad introduction to these areas and a set of tools that are useful in any context where computers render or interact with images. Taking either of the follow-on courses allows you to go deeper into one of these areas. Taking both will lay a solid foundation for any career in digital media, animation, computer vision, robotics, etc.

You may also find this course useful for the following other electives:

- CS 456: Human-Computer Interaction
- CS 478: Machine Learning
- CS 401R: Statistical Machine Learning
- CS 501R: Deep Neural Networks

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## Class Meetings

9:30 - 10:45 T Th

3106 JKB

## Instructor

**Parris Egbert    (http://morse.cs.byu.edu)**
egbert@cs.byu.edu
3318 TMCB
(801) 422-4029

**Office Hours:**
9:00-10:00 a.m., MWF
or **by appointment    (http://morse.cs.byu.edu/schedule)**

## Teaching Assistants

**Christian Arnold**

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1058 TMCB, Cubicle #14

Office hours:

Monday: 9 a.m-5 p.m

Wednesday 9-10:30 a.m 12-5 p.m

**Lance James**

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1058 TMCB, Cubicle #14

Office hours:

Tuesday: 12:00 - 1:30, 3:00 - 9:00

Thursday: 11:00 - 1:30, 3:00 - 9:00

Friday: 10:00 - 2:00

# Prerequisites

- CS 240 or equivalent (including prerequisites CS 235 and 236).
- Math 313 (Linear Algebra) or equivalent.