CSC 4356 / ME 4573
Interactive Computer Graphics

http://csc.lsu.edu/~kooima/csc4356.html   **Dr. Robert Kooima –** *kooima@csc.lsu.edu*

Interactive Computer Graphics provides an introduction to 3D computer graphics that emphasizes real-time graphics programming using OpenGL and the C/C++ programming language. Topics include the fixed function and programmable 3D pipelines, geometry, transformation, interaction, materials, lighting, texturing, performance, optimization, and a variety of intermediate and advanced topics.

Prerequisites include experience with the C or C++ programming language (CSC1253-1254 or equivalent) and an understanding of data structures (CSC 3102 or equivalent). No prior experience with 3D graphics or OpenGL is required.
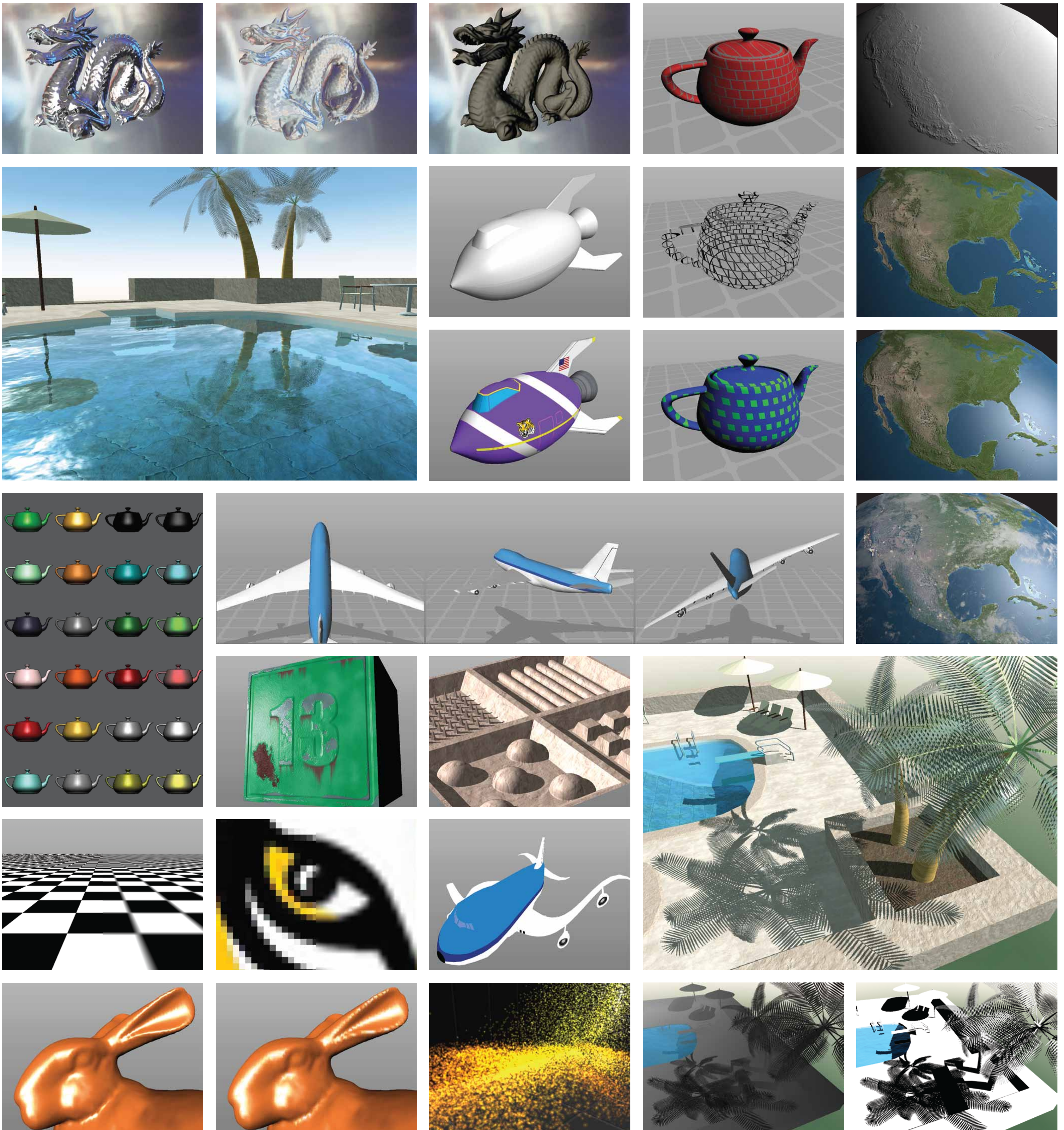
The above images show interactive 3D examples developed by the instructor for in-class demonstration.
These are just a few of the techiniques explained in detail during lecture and practiced in programming projects.