

Notes for ECE 30834 - Fundamentals of Computer Graphics

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Contents

Course Description 1

Introduction 2

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Fundamental principles and techniques of computer graphics. The course covers the basics of going from a scene representation to a raster image using OpenGL. Specific topics include coordinate manipulations, perspective, basics of illumination and shading, color models, texture maps, clipping and basic raster algorithms, fundamentals of scene constructions.

Introduction