

# *Notes for ECE 30834 - Fundamentals of Computer Graphics*

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## *Course Description*

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*

This class will be focused on *interactive* computer graphics over non-interactive graphics. In this class we will implement an interactive computer graphics engine in a basic programming language like C. A good understanding of professional and debugging and unit testing is required.