COSC/MATH 482/582 Computer Graphics

Description

Objectives

Prerequisites

Textbooks *Open GL Programming Guide: The Official Guide To Learning Open GL, Version 4.5 with SPIR-V*

Weeks

 Introduction

 Graphics Primitives and Techniques

 Lighting, Illumination, and Shading

 Geometrical Transformations and Viewing

 Texture Mapping and Blending