

Course Schedule - Fall 2005

Computer Science

418 **Computer Graphics** Credit: 3 or 4 hours.

(C S 318) Introduction to basic mathematical tools and computational techniques for modeling, rendering, and animating 3-D scenes. Same as CSE 427. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 225 or CS 400; MATH 225 or MATH 415; MATH 242 or MATH 243.

CRN	Type	Section	Time	Days	Location	Instructor
36119	lecture-discussion	P3	03:30 PM - 04:45 PM	TR	room 1404 Siebel Center for Comp Sci	Garland, M
36119: 3 hours						
36121	lecture-discussion	P4	03:30 PM - 04:45 PM	TR	room 1404 Siebel Center for Comp Sci	Garland, M
36121: 4 hours						