

Course Schedule - Spring 2008

Computer Science

418 *Interactive Computer Graphics* Credit: 0 to 4 hours.

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 241.

Students will register for a lecture and a discussion section.

CRN	Type	Section	Time	Days	Location	Instructor
48270	discussion-recitation	AD1	11:00 AM - 11:50 AM	W	room 1111 Siebel Center for Comp Sci	Yu, Y
48271	discussion-recitation	AD2	02:00 PM - 02:50 PM	W	room 1111 Siebel Center for Comp Sci	Yu, Y
48273	discussion-recitation	AD3	04:00 PM - 04:50 PM	W	room 1111 Siebel Center for Comp Sci	Yu, Y
31359	lecture	AL1	03:30 PM - 04:45 PM	TR	room 1404 Siebel Center for Comp Sci	Yu, Y; Feng, W
31359: 3 hours						
31361	lecture	AL2	03:30 PM - 04:45 PM	TR	room 1404 Siebel Center for Comp Sci	Yu, Y; Feng, W
31361: 4 hours						