

# Course Schedule - Spring 2008

## Computer Science

419 **Production Computer Graphics** credit: 3 or 4 hours.

Advanced methods for representing, displaying, and rendering two-, three-, and four-dimensional scenes. General algebraic curves and surfaces, splines, Gaussian and bump-function representation, fractals, particle systems, constructive solid geometry methods, lighting models, radiosity, advanced ray-tracing methods, surface texturing animation techniques, data visualization methods. Same as CSE 428. 3 undergraduate hours. 3 or 4 graduate hours. Prerequisite: CS 418.

CRN	Type	Section	Time	Days	Location	Instructor
31366	lecture-discussion	C3	10:00 AM - 10:50 AM	MWF	room 1109 Siebel Center for Comp Sci	Hart, J
31366: 3 hours						
39734	lecture-discussion	C4	10:00 AM - 10:50 AM	MWF	room 1109 Siebel Center for Comp Sci	Hart, J
39734: 4 hours						