

COMP 575 – Intro to Computer Graphics

<http://comp575.web.unc.edu/>



Description: Computer graphics is now everywhere: Hollywood, Video Games, iPhones, Medical Visualizations and even 3DTVs! Come learn the algorithms, techniques, math and programming skills needed for 2D and 3D computer graphics.

Topics covered include:

- Computer image manipulation
- 3D Games and Interactive graphics
- Projecting 3D geometry onto 2D images
- Mathematically manipulating 3D objects
- The OpenGL graphics pipeline
- Ray tracing
- Anti-aliasing and more

Prerequisites:

COMP 410 – Data Structures

MATH 547 – Linear Algebra for Applications (recommended)

Instructor:

Stephen J. Guy sjguy@cs.unc.edu

Room: Brooks Building 007 (FB007)

Time: Mon & Wed 11:00-12:15