CSCI 4157
Interactive Graphics

Credit Hours: 3
Contact Hours: 4

Course Coordinator: Marty Barrett

Text(s):

*OpenGL, a Primer*, Angel, 2008 (Required)

Catalog Description:

Point plotting, vector generation, interactive techniques, two- and three-dimensional transformations, perspective depth, hidden line elimination, shading, colors, and mapping.

Prerequisite(s): CSCI 2210 and MATH 2010; or permission of instructor

CS: MAJOR ELECTIVE
IS: MAJOR ELECTIVE
IT: MAJOR ELECTIVE

Course Outcomes:

Demonstrate understanding of basic principles of two and three dimensional graphics - ETSU Outcomes 5; ABET Outcomes b
Demonstrate an understanding of the underlying mathematical concepts for graphical representations - ETSU Outcomes 5; ABET Outcomes b

Major Topics:

Viewing methods
Transformations
Modeling
Lighting and shading models
User interaction
Discrete methods
Textures
Curves and surfaces
Advanced rendering