

# COMP 557. FUNDAMENTALS OF COMPUTER GRAPHICS.

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Credits: 4

Offered by: Computer Science (Faculty of Science)

Terms offered: Fall 2025

[View offerings for Fall 2025 in Visual Schedule Builder.](#)

## Description

Fundamental mathematical, algorithmic and representational issues in computer graphics: overview of graphics pipeline, homogeneous coordinates, projective transformations, line-drawing and rasterization, hidden surface removal, surface modelling (quadrics, bicubics, meshes), rendering (lighting, reflectance models, ray tracing, texture mapping), compositing colour perception, and other selected topics.

- Prerequisite: MATH 223, COMP 251, COMP 206
- 3 hours
- Prerequisite: MATH 222, MATH 223, COMP 250, COMP 206

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