

ECSE 532. COMPUTER GRAPHICS.

Credits: 4

Offered by: Electrical & Computer Engr (Faculty of Engineering)

This course is not offered this catalogue year.

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.

- (3-0-9)
- Prerequisite: ECSE 324

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