CSC 572 Computer Graphics

1. CSC 572 Computer Graphics

2. **credit units** 4  **contact hours** 6

3. **Course Coordinator:** Zoe Wood

4. **Textbook:** (and/or other required material) Research published at ACM SIGGRAPH and other related conferences and journals.

5. a. **Course Description:** Advanced topics in computer graphics with emphasis on leading edge computer graphics technologies and advanced topics in graphics fundamentals. 3 lectures, 1 laboratory.

   b. **Prerequisite:** Successful completion of CSC/CPE 471 and graduate standing, or consent of instructor.

   c. **Required/Elective/Selective Elective for CPE, CSC, EE, SE**

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6. a. **Course Goals/Outcomes**

   The student will be able to:
   - Explore recent and emerging computer graphics algorithms. Those interested in conducting research in this area will have been exposed to the state of the art and issues of some advanced topics.

   b. **How Student Outcomes addressed**

   ("B" = Basic level, "I" = Intermediate level, "A" = Advanced level)

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7. **Major Topics Covered:** (number of lecture hours each)

   - Surface Reconstruction (3)
   - Surface Construction (3)
   - Mosel Acquisition (3)
   - Alternative Representations: Volumes (3)
   - Volume Data (3)
   - Improvements Volumes & Surfaces (3)
• Surface Attributes (3)
• Re-meshing and Editing (3)
• Editing and Enhancement (3)