

## **CSC315: Computer Graphics**

---

Computer graphics concepts: Overview of Graphics Systems, Graphics Output Primitives, Attributes of Graphics Primitives, 2D Geometric Transformations, 3D Geometric Transformations, Two-Dimensional Viewing, Three-Dimensional Viewing, Three-Dimensional Object Representations, Visible-Surface Detection Methods, Illumination Models and Surface-Rendering Methods, Computer Animation. Computer graphics technology: apply different graphics techniques using OpenGL.