

Paul Farrell Professor of Computer Science, Kent State University

Office 270 MSB. Tel 672-9060 farrell@cs.kent.edu. Office hours: 6:00-7:30 TH and by appointment.

Angel: Interactive Computer Graphics 4E © Addison-Wesley 2005 KENT STATE 1

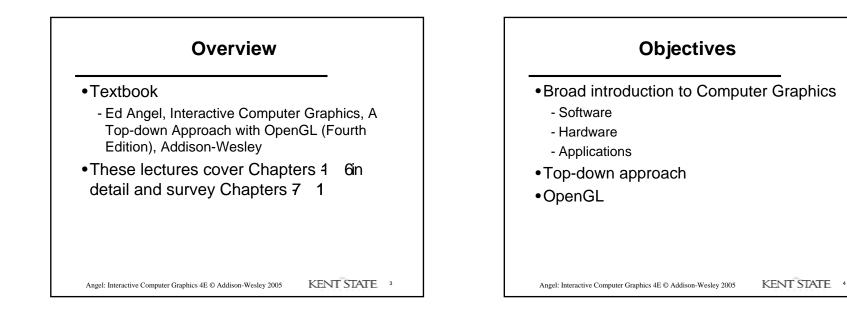
**Course Goal** 

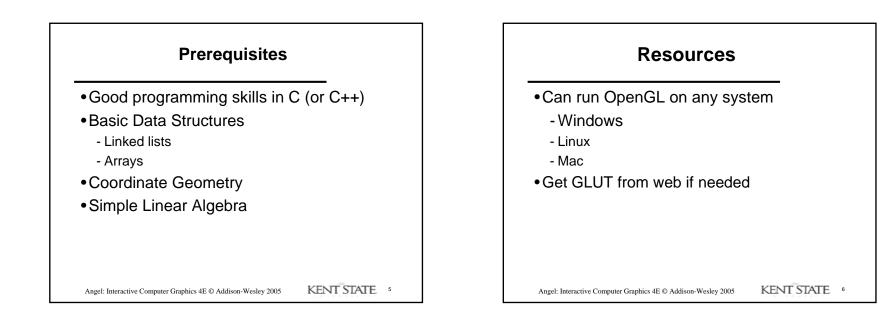
The goal of this course is to provide an introduction to the theory and practice of computer graphics. The course will assume a good background in programming in C or C++ and a background in mathematics including familiarity with the theory and use of coordinate geometry and of linear algebra such as matrix multiplication.

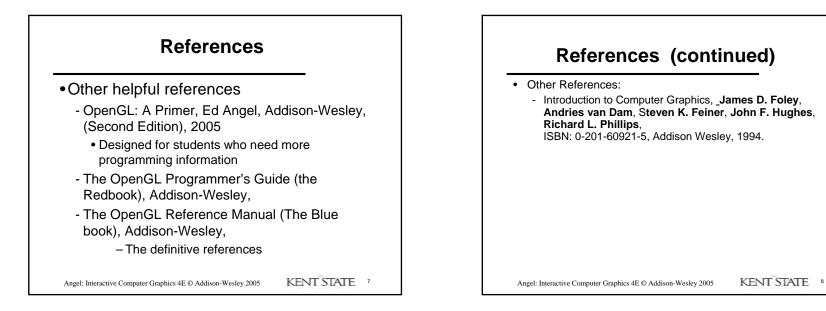
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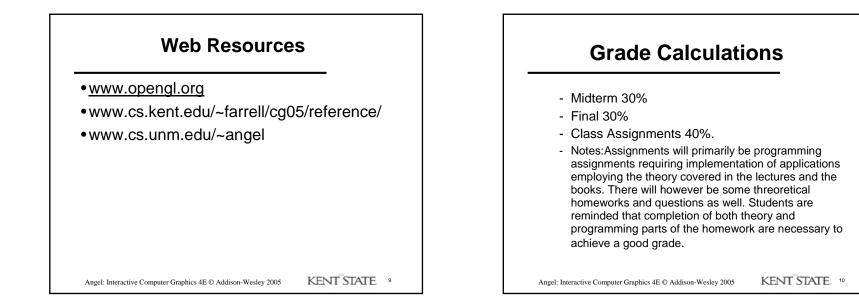
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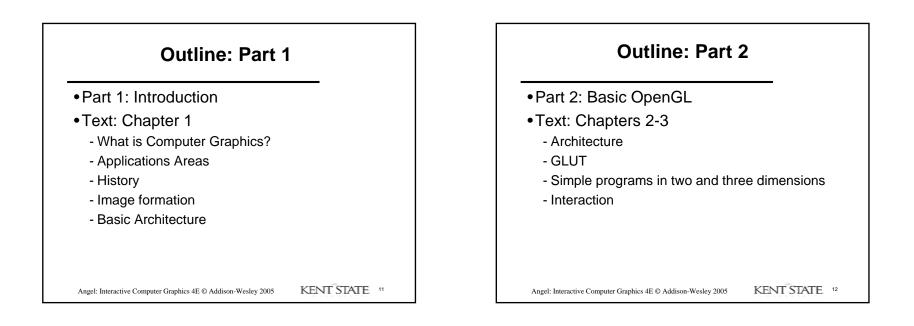
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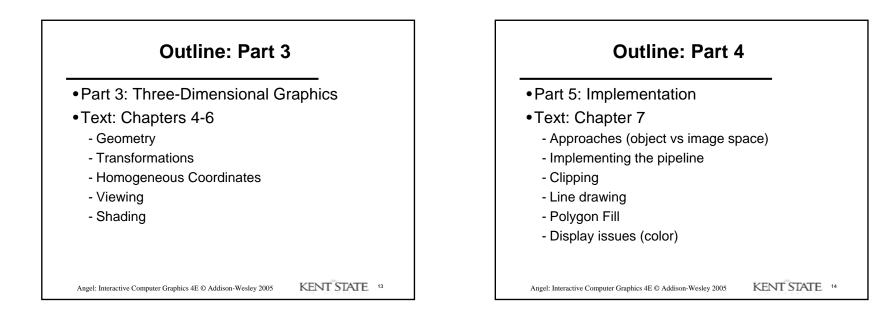


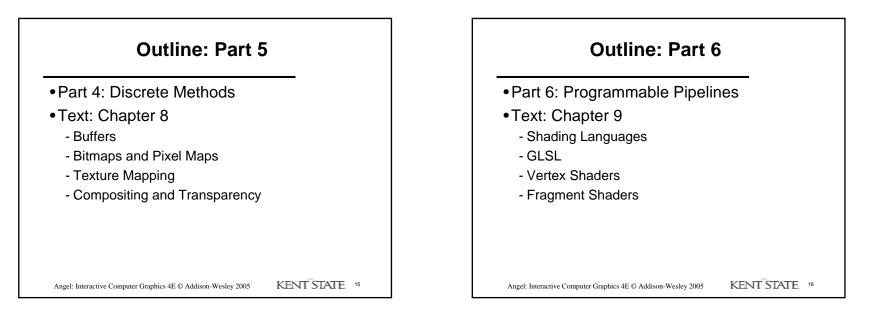


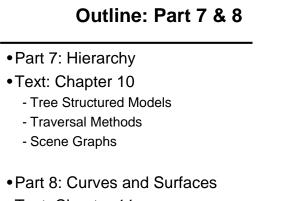












•Text: Chapter 11

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