Want to know how to make cool 3D Graphics? This 3-credit course provides a broad introduction to the field of Computer Graphics. You will learn basic principles and techniques that are commonly used in the graphics industry today.

- Graphics Environment in Video Games
- Computer Animation
- Special Effects in Movie Production
- Scientific Visualization
- Computer Aided Design
- Simulation
- Virtual Worlds

And you will get hands-on experience to produce some impressive 3D Graphics and Animation yourself!

This course will meet on MWF 3:10~4:00pm in Fall 2008. Open to students from all majors, with requirement for basic understanding of Linear Algebra. Interested in further details? Contact the instructor: Professor Xiaolei Huang, xih206@lehigh.edu