COURSE CALENDAR DESCRIPTION

This course introduces the fundamental concepts and algorithms of three-dimensional computer graphics, including object modelling, transformations, cameras, visibility and shading. Prerequisites: General prerequisite; LE/EECS 2030 3.00 or LE/EECS 1030 3.00; LE/EECS 2031 3.00, SC/MATH 1025 3.00. Course credit exclusions: AK/AS/SC/CSE 4431 3.00, GL/CSLA 3635 3.00. (NOTE: The General Prerequisite is a cumulative GPA of 4.50 or better over all major EECS courses. EECS courses with the second digit "5" are not major courses.)

INSTRUCTOR(S)

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<th>Name</th>
<th>Section / Format / Term</th>
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<td>Amanatides, John</td>
<td>Sec. A / LECT / F</td>
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SPECIAL FEATURES

To learn more about this course, visit:

http://www.eecs.yorku.ca/course_archive/2017-18/F/3431/

ACADEMIC INTEGRITY LINKS

- Senate Policy on Academic Honesty - http://secretariat-policies.info.yorku.ca/policies/academic-honesty-senate-policy-on/
- Academic Integrity - http://lassonde.yorku.ca/academic-integrity

STUDENT LINKS

- Student Rights and Responsibilities - http://oscr.students.uit.yorku.ca/student-conduct
- Religious Observance - https://w2prod.sis.yorku.ca/Apps/WebObjects/cdm.woa/wa/regobs
- Counselling and Disability Services - http://cds.info.yorku.ca/

Many courses utilize Moodle, York University's course website system. If your course is using Moodle, click here to access it.

Moodle @ York University