

Curriculum Development

Chapter	Content	Ratings
		0=omit! 1=little interest 2=moderate 3=high interest 4=include!
1.	Introduction	-----
2.	Simple Raster Graphics	-----
3.	2D Raster Graphics Algorithms	-----
4.	Hardware	-----
5.	Geometrical Transforms	-----
6.	3D Viewing	-----
7.	Object Hierarchy, PHIGS	-----
8.	Input and Interaction	-----
9.	Dialog Design	-----
10.	User Interface Software	-----
11.	Curves and Surfaces	-----
12.	Solid Modeling	-----
13.	Color and Light	-----
14.	Visual Realism	-----
15.	Visible Surfaces	-----
16.	Illumination and Shading	-----
17.	Image Manipulation	-----
18.	Advanced Architectures	-----
19.	Advanced Geometric Algorithms	-----
20.	Advanced Modeling	-----
21.	Animation	-----