

# COMP3530 : Computer Graphics

An overview of the hardware, software, and techniques used in computer graphics. Topics include 2-D and 3-D transformations, clipping, windowing, display files, surface plots, and fractals. **Fee:** Additional fee required.

**Credits** 3

**Prerequisite Courses**

[COMP2630: Computer Architecture](#)

**Corequisites**

[COMP3530L](#)

**Semester Offered**

Alternate years.