



CMPSC 382

Visual Computing

Fall 2015

MWF 1:30–2:20

Lab T 2:30-4:20

**Prerequisite: One programming course
and one mathematics course
or permission of the faculty**

- Learn how to use OpenGL, Processing, and Prefuse!
- Understand how your GPU renders 2D and 3D worlds!
- Build a small physics engine!
- Learn about ray casting and rasterization!
- Create your own visual project!

