

# COMPUTER SCIENCE AND INFORMATION TECHNOLOGY (CSIT)

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**CSIT 822P – Computer Graphics 3 credit hours**

Introduction to the techniques for generating lines, curves, surfaces, 2D and 3D graphics, modeling and rendering. Topics include display hardware, transformations, interactive technologies, geometric modeling, 2D and 3D display algorithms, graphics software system architecture, visible-surface algorithms, illumination and shading.

Prerequisite: CSIT 330

**CSIT 897P – Seminar in Information Technology 3 credit hours**

This course provides experience and background that will prepare the student for an actual working environment. Reinforcement and validation of knowledge gained in previous course work, enhancement of communication skills, and learning to work with people will be stressed. Primary tasks will include a team-based information systems development project and the study of ethics for CS/IT professionals.

Prerequisite: Completion of or concurrent enrollment in CSIT 825P