

*Syllabus* : Programming assignments to learn and practice the concepts taught in the theory course CS461.

*Texts* :

1. OpenGL programming Guide (the Red Book). Online tutorial, available at <http://fly.cc.fer.hr/~unreal/theredbook/>
2. D. P. Mukherjee and D. Jana. Computer Graphics: Algorithms and Implementations. PHI Learning, 2010.