

TO: Registrar's Office
Academic Advisement

FROM: Dr. Thomas D. Burns
Associate Provost for Academic Administration

DATE: April 6, 2009

SUBJ: **Notification of Minor Curricular Change(s)**

The following adjustments have been identified as minor curricular changes and have been approved by the appropriate School Dean, Summer 2009.

Course	<u>Curricular Change: Catalog Course Description</u>
CSCI 121 – Introduction to Internet Programming	Current: Designed to introduce Internet programming to students who are not computer science majors. Topics include Web page design, JavaScript programming, graphics animation, image handling, keyboard and mouse handling, check boxes and radio buttons. Some coverage of VBScript and conversion from Microsoft Office® applications to Web pages. No credit toward computer science major. Offered periodically.
	REVISED: Designed to introduce Internet programming to students who are not computer science majors. Topics include Web page design, scripting languages, graphics animation, image handling, keyboard and mouse handling, document object model, and graphical interface control objects. Some coverage of VBScript and conversion from Microsoft Office® applications to Web pages. No credit toward computer science major. Offered periodically.

Course	<u>Curricular Change: Catalog Course Description & New Title</u>
CSCI 375 – Computer Graphics and Virtual Reality	<p>CURRENT: Theory and implementation of computer graphics and virtual reality including mathematical basis for computer representation of two and three dimensional objects. Graphical programming assignments use latest graphics standards and hardware and software. Topics include primitives and attributes, line drawing algorithms, fill algorithms, curve fitting, clipping algorithms, three dimensional transformations, graphical I/O devices, 3-D modeling, animation, sensory tracking, virtual world modeling, virtual reality software tools, 3-D applications and graphics workstations. Offered periodically. Prereq: C- or higher in CSCI 362.</p>
	<p>REVISED TITLE: Computer Graphics DESCRIPTION: Theory and implementation of computer graphics including mathematical basis for computer representation of 3-D objects. Graphical programming assignments use current graphics standards, hardware, and software. Topics include the graphics pipeline, vertex processing, 3-D transformations, primitives, clippings, projections, rasterization, fragment processing, texturing, blending, shaders, and lighting models. Offered periodically. Prereq: C- or higher in CSCI 362.</p>
<p>Catalog course descriptions will be reflected in the 2009-2010 MU catalog.</p>	