99-1 Preliminary Syllabus, Da-Yeh Univ

Information			
Title		Serial No. / ID	1566 / MUR 5006
Dept.		School System / Class	1 1
Lecturer		Full or Part-time	
Required / Credit	Optinal / 3	Graduate Class	No
Time / Place	( )12 / H455 ( )2 / H455	Language	English

Introduction
Introduction to the theory and implementation of CG and CAD. The course will develop a simple interactive system, by the mathematical basis for the computer representation of two and three dimensional objects, to simulate a CAD environment. Graphical programming assignments use the latest graphics standards.

Outline
1. (Windows Graphical Program Development)
2. (Geometric Objects and Transformations)
3. (Edit and Modify)
4. (NURBS Curves and Surfaces)
5. (Tool-Path Generation)
6. (Data Exchange Standardizations)

Prerequisite
CAD Concept.