Interactive Computer Graphics provides an introduction to 3D computer graphics that emphasizes real-time graphics programming using OpenGL and the C/C++ programming language. Topics include the fixed function and programmable 3D pipelines, geometry, transformation, interaction, materials, lighting, texturing, performance, optimization, and a variety of intermediate and advanced topics.

Prerequisites include experience with the C or C++ programming language (CSC1253-1254 or equivalent) and an understanding of data structures (CSC 3102 or equivalent). No prior experience with 3D graphics or OpenGL is required.