<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CPSC 6050</td>
<td>Computer Graphics</td>
<td>Computational, mathematical, physical and perceptual principles underlying the production of effective three-dimensional computer graphics imagery. Students are expected to have completed coursework in data structures and linear algebra. Students are expected to have completed coursework in data structures and linear algebra.</td>
</tr>
<tr>
<td>CPSC 8110</td>
<td>Technical Character Animation</td>
<td>Introduction to state-of-the-art character animation algorithms and techniques and motion perception insights. Instruction begins with fundamental methods in computer animation, including transformations, kinematics, motion capture, and motion graphs, and moves into providing an overview of current research in topics such as animation controllers, emotions, gestures and facial animation. Preq: CPSC 6050.</td>
</tr>
<tr>
<td>CPSC 8810</td>
<td>Selected Topics</td>
<td>Advanced topics from current problems of interest in computer science. Topics vary from semester to semester. May be repeated for credit, but only if different topics are covered. May be repeated for credit, but only if different topics are covered.</td>
</tr>
<tr>
<td>CPSC 8880</td>
<td>Directed Projects in Computer</td>
<td>Directed individual project supervised by department faculty. To be taken Pass/No Pass only.</td>
</tr>
<tr>
<td>CPSC 8910</td>
<td>Master's Thesis Research</td>
<td>Master's thesis research.</td>
</tr>
<tr>
<td>CPSC 9500</td>
<td>Selected Topics in CpSc</td>
<td>Study of advanced topics from current problems of interest in computer science. May be repeated for a maximum of 12 credits, but only if different topics are covered. To be taken Pass/No Pass only.</td>
</tr>
</tbody>
</table>