

# CAP 103: Computer Graphics History

This course introduces students to Computer Graphic Imagery from a historical and cultural angle. Topics include learning about the 2D and 3D tools evolution, the key players in the industry and major landmark productions. Upon completion, the student should have acquired an extensive vocabulary of the CGI field and have a global view of this industry.

**Credits:** 3

**Lab Hours:** 0

**Lecture Hours:** 3

0