

Degree Worksheet MSCS

Area of Specialization: Computer Graphics

Computer Graphi	CS
Specialization	

= 15 hours of core + required electives
15 hours of "free" electives
30 Hours Total for Degree

Must earn grades of "B" or higher in all courses that count in Area of Specialization. Must earn a minimum 3.0 overall GPA to graduate. Only letter grade coursework will count.

SECTIO	N 1 - Demogra	phics					
	ne: GT ID# (example: 90XXXXXXX):						
Graduation Semester (example: Spring 2024):			Date:	Date:			
SECTIO	N 2 – Compute	r Graphics Core (6 hours)					
Take o	ne (1) course fr	om:					
Mark (X)	Prefix & No.	Course Title	Seme	ster Taken	Credit Hours	Grade	
	CS 6457	Video Game Design					
	CS 6491	Foundations of Computer Graphics					
	CS 7496	Computer Animation					
And, o	ne (1) course fr	om:					
Mark (X)	Prefix & No.	Course Title	Seme	ster Taken	Credit Hours	Grade	
	CS 6505	Computability, Algorithms, and Complexity					
	CS 6515	Introduction to Graduate Algorithms					
Transfe	r Credit / Substi	tutions	·				
Prefix & No.		Course Title	Seme	ster Taken	Credit Hours	Grade	

SECTION 3 - Computer Graphics Required Electives (9 hours) Pick three (3) courses from: Mark Credit Prefix & No. Course Title Semester Taken Grade (X) Hours CS 6457 Video Game Design CS 6475 Computational Photography CS 6476 **Computer Vision** CS 6491 **Foundations of Computer Graphics** CS 6492 **Shape Grammar** CS 6730 Data Visualization CS 7450 Information Visualization CS 7496 **Computer Animation Transfer Credit / Substitutions** Credit Prefix & No. Course Title Semester Taken Grade Hours SECTION 4 – "Free" Electives (15 hours) "Free" Electives are any remaining letter grade courses not used above and within program rules. Credit Semester Taken Prefix & No. Course Title Grade Hours **Transfer Credit / Substitutions** Credit Prefix & No. Course Title Semester Taken Grade Hours This section to be completed by MSCS Advisor S-GPA: _____ **Notes:** C-GPA: _____

Advisor	Sign_	Date _