Digital Gaming & Simulation                Houston Community College – Southwest

GRPH 1359 – Object-Oriented Computer Graphics

**Prerequisites:** ARTC 1313 and ARTC 1305, or Digital Communication Departmental Approval
**Credits:** 3 (2 lecture, 4 lab)

Mastery of the tools and transformation options of an industry standard draw program to create complex illustrations and follow them through to the color output stage. Mastery in the use of basic elements of good layout and design principles and use of the capabilities specific to vector drawing software to manipulate both text and graphics with emphasis on the use of Bezier curves. Acquisition of images via scanning and the creative use of clip art is included.