

# CS 351 Computer Graphics F11

## Portfolios

 Portfolio (Hieu Phan)

[cs351f11portfolio](#)

 Portfolio (Elena Kirillova)

[cs351f11portfolio](#)

Project 9

 Project 9 Two more things (Hieu Phan)

[cs351f11project9](#)

 CS 351 Project 9 - A buffering and Texture Mapping (Titobiloluwa Awe)

[cs351f11project9](#)

 lab9 - A-buffer + Z-buffer Texture Mapping (Elena Kirillova)

[cs351f11project9](#)

Project 8

 Project 8 Shading (Hieu Phan)

[cs351f11project8](#)

 CS 351 Project 8 (Titobiloluwa Awe)

[cs351f11project8](#)

 lab8 - Shading (Elena Kirillova)

[cs351f11project8](#)

Project 7

 CS 351 Project 7 (Titobiloluwa Awe)

[cs351f11project7](#)

 lab7 - Z-buffer Rendering (Elena Kirillova)

[cs351f11project7](#)

 Project 7 - Z-buffer Rendering (Hieu Phan)

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Project 6

 Project 6 - Hierarchical Modeling System (Hieu Phan)

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 lab6 - Hierarchical Modeling System (Elena Kirillova)

[cs351f11project6](#)

 CS 351 Project 6 (Titobiloluwa Awe)

[cs351f11project6](#)

Project 5

 CS 351 Project 5 (Titobiloluwa Awe)

[cs351f11project5](#)

 lab5 - Transformations and Viewing (Elena Kirillova)

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Project 4

 lab4 - Scanline Fill (Elena Kirillova)

[cs351f11project4](#)

 CS 351 Project 4 - Fill Algorithms (Hieu Phan)

[cs351f11project4](#)

 CS 351 Project 4 (Titobiloluwa Awe)

[cs351f11project4](#)

Project 3

 CS351 Project 3 - Graphic Primitives (Hieu Phan)

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 CS 351 Project 3 (Titobiloluwa Awe)

[cs351f11project3](#)

 lab3 - Graphics Primitives (Elena Kirillova)

[cs351f11project3](#)

Project 2

 lab2 - Fractals and Lines (Elena Kirillova)

[cs351f11project2](#)

 CS351 Project 2 - Fractals (Hieu Phan)

[cs351f11project2](#)

 CS 351 Project 2 (Titobiloluwa Awe)

[cs351f11project2](#)

Project 1

 lab1 - Creating Images in C (Elena Kirillova)

[cs351f11project1](#)

 Project 1 (Titobiloluwa Awe)

[cs351f11project1](#)

cs351f11project1 • CS351 Project 1 (Hieu Phan)  
cs351f11project1