

Computer Graphics					
Course Code CIF61039	Student Workload 90 hours	Credits (according to ECTS) 4.5	Semester Sem. 5 & 7	Frequency each odd-semester	Duration 16 meetings
1	Types of courses <i>elective</i>	contact hours 63 hours	independent study 27 hours	class size 40 students	
2	Prerequisites for participation Completed Multimedia System				
3	Learning outcomes IF-ILO-3 Graduates are able to develop professional careers in the field of computer science based on quality aspects, data-based decision making, be responsible, and make continuous improvements. IF-ILO-7 Mastering the theoretical concept and principles of computer science, especially in the aspect of algorithms, programming, intelligent systems, information management, parallel and distributed computing, information security, human-computer interaction, software engineering, and fundamentals of computer systems and networks. IF-ILO-14 Graduates are able to engineer and evaluate the implementation of various types of Human-Computer interaction.				
4	Subject aims Students are able to perform abstraction and data representation (CPL: KK4)				
5	Teaching methods lectures, case study, class discussion, presentation, practice				
6	Assessment methods assignment, mid-term examination, end-term examination, project evaluation, practical-skill assessment				
7	This module is used in the following degree programs as well				
8	Responsibility for module				
9	Other information				

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| | <ol style="list-style-type: none">1. Edward Angel. Interactive Computer Graphics, 4th edition. Addison Wesley, 20062. Eric Lengyel. Mathematics for 3D Game Programming and Computer Graphics”, Cengage Learning, 20123. Joey de Vries. Learn OpenGL, An offline transcript of learnopengl.com, 2015 |
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