

Module title		Abbreviation
Interactive Computer Graphics Exercise		10-MCS-ICGT-152-m01
Module coordinator		Module offered by
holder of the Chair of Computer Science IX		Institute of Computer Science
ECTS	Method of grading	Only after succ. compl. of module(s)
5	numerical grade	--
Duration	Module level	Other prerequisites
1 semester	undergraduate	--
Contents		
Computer graphics studies methods for digitally synthesising and manipulating visual content. This course concentrates on interactive graphics with an additional focus on 3D graphics as a requirement for many contemporary as well as for novel human-computer interfaces and computer games.		
Intended learning outcomes		
At the end of the course, the students will have a broad understanding of the underlying theoretical models of computer graphics. They will be able to implement a prominent variety of these models, to build their own interactive graphics applications and to choose the right software tool for this task.		
Courses (type, number of weekly contact hours, language – if other than German)		
Ü (1) + T (2)		
Method of assessment (type, scope, language – if other than German, examination offered – if not every semester, information on whether module is creditable for bonus)		
presentation of project results (approx. 20 minutes) Language of assessment: German and/or English creditable for bonus		
Allocation of places		
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Additional information		
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Referred to in LPO I (examination regulations for teaching-degree programmes)		
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Module appears in		
Bachelor' degree (1 major) Human-Computer Systems (2015) Bachelor' degree (1 major) Human-Computer Systems (2016) Bachelor' degree (1 major) Human-Computer Systems (2018)		