Module title
Interactive Computer Graphics Exercise

Abbreviation
10-MCS-ICGT-152-m01

Module coordinator
holder of the Chair of Computer Science IX

Module offered by
Institute of Computer Science

ECTS
5

Method of grading
numerical grade

Duration
1 semester

Module level
undergraduate

Other prerequisites
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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

(1) + T (2)

Method of assessment
presentation of project results (approx. 20 minutes)
Language of assessment: German and/or English

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)