

# COURSE DETAIL

## COMPUTER GRAPHICS

**Country**

Sweden

**Host Institution**

Lund University

**Program(s)**

Lund University

**UCEAP Course Level**

Upper Division

**UCEAP Subject Area(s)**

Computer Science

**UCEAP Course Number**

135

**UCEAP Course Suffix****UCEAP Official Title**

COMPUTER GRAPHICS

**UCEAP Transcript Title**

COMPUTER GRAPHICS

**UCEAP Quarter Units**

6.00

**UCEAP Semester Units**

4.00

## Course Description

3D graphics is concerned with how images can be generated from abstract descriptions of objects. Representations of three-dimensional geometry should be projected to a two-dimensional plane and by simulating the interaction between light and matter the object surfaces can be realistically shaded. With moving images, it is also necessary to control how objects move and change appearance over time. And when building interactive virtual worlds, objects must also be able to respond to external events.

### Language(s) of Instruction

English

### Host Institution Course Number

EDAF80

### Host Institution Course Title

COMPUTER GRAPHICS

### Host Institution Course Details

<https://cs.lth.se/edaf80/>

### Host Institution Campus

### Host Institution Faculty

Engineering

### Host Institution Degree

### Host Institution Department

Engineering - Computer Science

### Course Last Reviewed

2022-2023

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