COURSE DETAIL

GRAPHICS

Country
Netherlands

Host Institution
Utrecht University

Program(s)
Utrecht University

UCEAP Course Level
Upper Division

UCEAP Subject Area(s)
Computer Science

UCEAP Course Number
108

UCEAP Course Suffix

UCEAP Official Title
GRAPHICS

UCEAP Transcript Title
GRAPHICS

UCEAP Quarter Units
6.00

UCEAP Semester Units
4.00

Course Description

Computer graphics deals with the processing of visual images and spatial data by a computer. Lectures focus on the very basics of modeling and rendering, i.e., the mathematical description of three-dimensional scenes and how to create realistic images of such models. Foundations of computer graphics, such as transformations and projection of 3D models, hidden surface removal, triangle rasterization, shading, texture mapping, shadows, and ray tracing, and advanced topics in physically-based global illumination. A brief review of the mathematical basics needed for computer graphics, including linear algebra and other areas of higher mathematics that are important far beyond the field of graphics is included.

Language(s) of Instruction
English

Host Institution Course Number
INFOGR

Host Institution Course Title
GRAPHICS

Host Institution Campus
Utrecht University

Host Institution Faculty
Faculty of Science

Host Institution Degree

Host Institution Department

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