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 Course Details
https://osiris-student.uu.nl/#/onderwijscatalogus/extern/cursus?taal=en

Host Institution Campus
Utrecht University

Host Institution Faculty
Faculty of Science

Host Institution Degree

Host Institution Department

Course Last Reviewed
2021-2022

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