

# COURSE DETAIL

## COMPUTER GRAPHICS I

**Country**

Germany

**Host Institution**

Technical University Berlin

**Program(s)**

Technical University Berlin

**UCEAP Course Level**

Upper Division

**UCEAP Subject Area(s)**

Computer Science

**UCEAP Course Number**

123

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

COMPUTER GRAPHICS I

**UCEAP Transcript Title**

COMPUTER GRAPHICS I

**UCEAP Quarter Units**

5.50

**UCEAP Semester Units**

3.70

## Course Description

This course covers the fundamentals of generative computer graphics: homogeneous coordinates, rendering pipeline, and global illumination. Topics include input and output devices, transformations, raster algorithms, visibility, color, local illumination, global illumination, and textures.

### Language(s) of Instruction

English

### Host Institution Course Number

0433 L 310

### Host Institution Course Title

COMPUTER GRAPHICS I

### Host Institution Campus

Technical University Berlin

### Host Institution Faculty

### Host Institution Degree

### Host Institution Department

Informatik

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