

## COURSE DETAIL

### COMPUTER GRAPHICS

**Country**

Singapore

**Host Institution**

National University of Singapore

**Program(s)**

National University of Singapore

**UCEAP Course Level**

Upper Division

**UCEAP Subject Area(s)**

Computer Science

**UCEAP Course Number**

117

**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

This course teaches the fundamental areas of computer graphics, including graphics hardware devices and mathematics. As an enrichment part of the course, it introduces the state-of-the-art development in computer graphics by viewing video clips and experimenting with demo program made available in the course web. Upon completion of the course, students understand the basic computer graphics terminology and concepts, and are able to design and implement simple 2D and 3D interactive computer graphics-related programs.

### Language(s) of Instruction

English

### Host Institution Course Number

CS3241

### Host Institution Course Title

COMPUTER GRAPHICS

### Host Institution Campus

### Host Institution Faculty

### Host Institution Degree

### Host Institution Department

Computer Science

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