# COURSE DETAIL

| COMPUTER GRAPHICS |
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| **Country**<br>United Kingdom - England |
| **Host Institution**<br>University of London, Queen Mary |
| **Program(s)**<br>University of London, Queen Mary |
| **UCEAP Course Level**<br>Upper Division |
| **UCEAP Subject Area(s)**<br>Computer Science |
| **UCEAP Course Number**<br>166 |
| **UCEAP Course Suffix** |
| **UCEAP Official Title**<br>COMPUTER GRAPHICS |
| **UCEAP Transcript Title**<br>COMPUTER GRAPHICS |
| **UCEAP Quarter Units**<br>6.00 |
| **UCEAP Semester Units**<br>4.00 |

**Course Description**

This course is concerned primarily with computer graphics systems and in particular 3D computer graphics. It includes revision of fundamental raster algorithms such as polygon filling, and quickly moves onto the specification, modelling, and rendering of 3D scenes. The following topics may be covered: viewing in 2D, data structures for the representation of 3D polyhedra, viewing in 3D, visibility and hidden surface algorithms, illumination computations. Some attention will be paid to human perception of color and interactive 3D such as virtual reality.

**Language(s) of Instruction**
English

**Host Institution Course Number**
ECS610U

**Host Institution Course Title**
COMPUTER GRAPHICS

**Host Institution Course Details**
https://www.qmul.ac.uk/modules/

**Host Institution Campus**
Queen Mary University of London

**Host Institution Faculty**

**Host Institution Degree**

**Host Institution Department**
School of Electronic Engineering and Computer Science

**Course Last Reviewed**
2023-2024

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