

# COURSE DETAIL

## COMPUTER GRAPHICS: RENDERING

**Country**

United Kingdom - Scotland

**Host Institution**

University of Edinburgh

**Program(s)**

University of Edinburgh

**UCEAP Course Level**

Upper Division

**UCEAP Subject Area(s)**

Computer Science

**UCEAP Course Number**

162

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

COMPUTER GRAPHICS: RENDERING

**UCEAP Transcript Title**

COMP GRAPH:RENDERNG

**UCEAP Quarter Units**

4.00

**UCEAP Semester Units**

2.70

## Course Description

This introductory course in computer graphics comprises of three parts. The first part of the course presents a bird's-eye view of the current state-of-the-art in the field. The latter two parts cover rendering, which is one of the core topics in computer graphics, in detail. The second part of the course teaches central concepts in rendering, along with the relevant mathematics. Finally, the third part of the course focusses on applications of the theory taught in the second part.

### Language(s) of Instruction

English

### Host Institution Course Number

INFR11246

### Host Institution Course Title

COMPUTER GRAPHICS: RENDERING

### Host Institution Campus

### Host Institution Faculty

School of Informatics

### Host Institution Degree

### Host Institution Department

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