COURSE DETAIL

COMPUTER GRAPHICS
Country Korea, South
Host Institution Yonsei University
Program(s) Yonsei University
UCEAP Course Level Upper Division
UCEAP Subject Area(s) Computer Science
UCEAP Course Number 114
UCEAP Course Suffix
UCEAP Official Title COMPUTER GRAPHICS
UCEAP Transcript Title COMPUTER GRAPHICS
UCEAP Quarter Units 4.50
UCEAP Semester Units 3.00

Course Description

This course is a course to study the theory and practice of computer graphics. In theory, we study graphics algorithms and mathematical fundamentals, and also learn programming to apply them in practice. Key topics include math for graphics, Transformation, Viewing, Texture mapping, Lighting, Using models, Advanced buffer techniques, Advanced rendering and animation techniques, etc. The programming language used is C++, and the class is conducted using the OpenGL API.

Prerequisites: C/C++ language programming, object-oriented programming, data structures, and differential calculus.

Language(s) of Instruction
Korean

Host Institution Course Number
CSI4105

Host Institution Course Title
COMPUTER GRAPHICS

Host Institution Course Details

Host Institution Campus

Host Institution Faculty

Host Institution Degree

Host Institution Department
Computer Science

Course Last Reviewed
2023-2024

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