

## 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 Campus

### Host Institution Faculty

### Host Institution Degree

### Host Institution Department

Computer Science

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