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

Print