

COURSE DETAIL

INTRODUCTION TO COMPUTER GRAPHICS

Country

Korea, South

Host Institution

Yonsei University

Program(s)

Yonsei University

UCEAP Course Level

Lower Division

UCEAP Subject Area(s)

Art Studio

UCEAP Course Number

71

UCEAP Course Suffix**UCEAP Official Title**

INTRODUCTION TO COMPUTER GRAPHICS

UCEAP Transcript Title

INTRO COMPUTER GRAP

UCEAP Quarter Units

4.50

UCEAP Semester Units

3.00

Course Description

As the demand for digital visualization is rapidly growing, there is a need to learn about computer graphics. Today, industries such as animations, games, movies, advertising, architecture, and many other fields are no longer sustainable without computer graphic technologies. With the development and broader utilization of digital visualization, there is a growing need to develop basic knowledge of computer graphic technology. This course aims to review basic computer graphic tools and then introduce various techniques for creative visual expression for a wide range of applications. This course is to understand the usages and the characteristics of essential 2D graphic tools; to engage in the creative process by producing artwork and compositions; and to experiment with expressivity to elevate both the aesthetic and emotional qualities within the artistic endeavors, mainly learning how to use photoshop/illustrator/InDesign.

Language(s) of Instruction

English

Host Institution Course Number

IEE2028

Host Institution Course Title

INTRODUCTION TO COMPUTER GRAPHICS

Host Institution Campus

Host Institution Faculty

Host Institution Degree

Host Institution Department

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