

# COURSE DETAIL

## GRAPHICS AND INTERACTION

**Country**

Australia

**Host Institution**

University of Melbourne

**Program(s)**

University of Melbourne

**UCEAP Course Level**

Upper Division

**UCEAP Subject Area(s)**

Computer Science

**UCEAP Course Number**

114

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

GRAPHICS AND INTERACTION

**UCEAP Transcript Title**

GRAPHICS&INTERACTN

**UCEAP Quarter Units**

6.00

**UCEAP Semester Units**

4.00

## Course Description

This course introduces the technologies of computer graphics and human-computer interaction along with the biological, psychological and social aspects of human perception and action that inform the application of those technologies. The emphasis is on 2D and 3D computer graphics and the geometric modelling techniques used for representing and interacting with objects in dynamic scenes. Techniques considered include transformation geometry, illumination models and the real-time rendering (shading) models. The course is centered on developing Apps for tablet computers based on natural user interfaces (NUIs), a term used by developers of human-machine interfaces that effectively become invisible to their users through successive learned interactions. Technologies likely to be considered are: virtual reality, computer games, augmented reality, tele-presence, or other modalities such as interaction through the sense of touch, audio or image processing and analysis.

## Language(s) of Instruction

English

## Host Institution Course Number

COMP30019

## Host Institution Course Title

GRAPHICS AND INTERACTION

## Host Institution Course Details

<https://handbook.unimelb.edu.au/view/2015/COMP30019>

## Host Institution Campus

Melbourne

## Host Institution Faculty

## Host Institution Degree

## Host Institution Department

Computer Science

**Course Last Reviewed**

2024-2025

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