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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