# COURSE DETAIL

| FUNDAMENTALS OF COMPUTER GRAPHICS |
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| **Country**<br>China |
| **Host Institution**<br>Tsinghua University |
| **Program(s)**<br>Tsinghua University |
| **UCEAP Course Level**<br>Upper Division |
| **UCEAP Subject Area(s)**<br>Computer Science |
| **UCEAP Course Number**<br>117 |
| **UCEAP Course Suffix** |
| **UCEAP Official Title**<br>FUNDAMENTALS OF COMPUTER GRAPHICS |
| **UCEAP Transcript Title**<br>COMPUTER GRAPHICS |
| **UCEAP Quarter Units**<br>4.50 |
| **UCEAP Semester Units**<br>3.00 |

**Course Description**
This course gives an introduction to computer graphics, by integrating various skills in computer science such as programming and algorithm design. Students learn fundamental knowledge in computer science in terms of fancy graphics effects that reduce the learning load through OpenGL source code. The content of this course includes raster graphics, interactive graphics, matrix representation of 3D transformation, ray tracing and visual realism.

**Language(s) of Instruction**
English

**Host Institution Course Number**
80240593

**Host Institution Course Title**
FUNDAMENTALS OF COMPUTER GRAPHICS

**Host Institution Course Details**

**Host Institution Campus**
Tsinghua university

**Host Institution Faculty**

**Host Institution Degree**

**Host Institution Department**
Computer Science and Technology

**Course Last Reviewed**
2024-2025

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