COURSE DETAIL

COMPUTER GRAPHICS
Country Korea, South
Host Institution Korea Advanced Institute of Science and Technology (KAIST)
Program(s) Korea Advanced Institute of Science and Technology, KAIST
UCEAP Course Level Upper Division
UCEAP Subject Area(s) Computer Science
UCEAP Course Number 149
UCEAP Course Suffix
UCEAP Official Title COMPUTER GRAPHICS
UCEAP Transcript Title COMPUTER GRAPHICS
UCEAP Quarter Units 6.00
UCEAP Semester Units 4.00

Course Description

This course provides an introduction to the foundations of 3D computer graphics.

Students learn the basic methods used to define shapes, materials, and lighting when creating computer-generated images for use in film, games, and other applications. Topics include affine and projective transformations, clipping and windowing, visual perception, scene modeling and animation, algorithms for visible surface determination, reflection models, illumination algorithms, and color theory in depth.

No official prerequisites, but the course assumes some programming experience in C or C++ and a basic knowledge of linear algebra. Exposure to calculus and image processing is useful but not required.

Language(s) of Instruction
English

Host Institution Course Number
CS 30800

Host Institution Course Title
COMPUTER GRAPHICS

Host Institution Course Details

Host Institution Campus

Host Institution Faculty

Host Institution Degree

Host Institution Department

Course Last Reviewed
2024-2025

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