

## 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 Campus

### Host Institution Faculty

### Host Institution Degree

### Host Institution Department

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