

University of Pretoria Yearbook 2017

Computer graphics 344 (COS 344)

Qualification Undergraduate

Faculty [Faculty of Engineering, Built Environment and Information Technology](#)

Module credits 18.00

Programmes [BIS Multimedia](#)

[BIT Information Technology](#)

[BSc Computer Science](#)

[BSc Information and Knowledge Systems](#)

Prerequisites COS 110 and WTW 124 or WTW 146

Contact time 1 practical per week, 2 lectures per week

Language of tuition Module is presented in English

Academic organisation Computer Science

Period of presentation Semester 1

Module content

The aim of this module is to acquire a sound knowledge of the basic theory of interactive computer graphics and basic computer graphics programming techniques. The theory will cover graphics systems and models, graphics programming, input and interaction, geometric objects and transformations, viewing in 3D, shading, rendering techniques, and introduce advanced concepts, such as object-oriented computer graphics and discrete techniques. The module includes a practical component that enables students to apply and test their knowledge in computer graphics. The OpenGL graphics library and the C programming language will be used for this purpose.

The information published here is subject to change and may be amended after the publication of this information. The [General Regulations \(G Regulations\)](#) apply to all faculties of the University of Pretoria. It is expected of students to familiarise themselves well with these regulations as well as with the information contained in the [General Rules](#) section. Ignorance concerning these regulations and rules will not be accepted as an excuse for any transgression.