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# University of Pretoria Yearbook 2016

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## Computer graphics 344 (COS 344)

<b>Qualification</b>	Undergraduate
<b>Faculty</b>	<a href="#">Faculty of Engineering, Built Environment and Information Technology</a>
<b>Module credits</b>	18.00
<b>Programmes</b>	<a href="#">BIS Multimedia</a> <a href="#">BIT Information Technology</a> <a href="#">BSc Information Technology Information and Knowledge Systems</a> <a href="#">BSc(Computer Science) Computer Science</a>
<b>Prerequisites</b>	COS 110 and WTW 126
<b>Contact time</b>	1 practical per week, 2 lectures per week
<b>Language of tuition</b>	English
<b>Academic organisation</b>	Computer Science
<b>Period of presentation</b>	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.

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