



University of Pretoria Yearbook 2017

Computer graphics 785 (COS 785)

Qualification	Postgraduate
Faculty	Faculty of Engineering, Built Environment and Information Technology
Module credits	15.00
Programmes	BScHons Computer Science
Prerequisites	No prerequisites.
Contact time	2 lectures per week
Language of tuition	Module is presented in English
Academic organisation	Computer Science
Period of presentation	Semester 1 or Semester 2

Module content

This module is intended as an advanced module in real-time computer graphics and shader programming. The module includes the following topics: Advanced texture mapping, curves and curved surfaces, shadow mapping, skeletal animation, particle systems, ray tracing and collision detection. The module assumes prior knowledge of introductory graphics as presented in an undergraduate module and a working knowledge of linear algebra and calculus.

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.