

# University of Pretoria Yearbook 2018

## Computer graphics 785 (COS 785)

<b>Qualification</b>	Postgraduate
<b>Faculty</b>	<a href="#">Faculty of Engineering, Built Environment and Information Technology</a>
<b>Module credits</b>	15.00
<b>Programmes</b>	<a href="#">BScHons Computer Science</a>
<b>Prerequisites</b>	No prerequisites.
<b>Contact time</b>	2 lectures per week
<b>Language of tuition</b>	Module is presented in English
<b>Department</b>	Computer Science
<b>Period of presentation</b>	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.

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