



University of Pretoria Yearbook 2020

Computer graphics 344 (COS 344)

Qualification	Undergraduate
Faculty	Faculty of Engineering, Built Environment and Information Technology
Module credits	18.00
Programmes	BIS Multimedia BSc Computer Science BSc Information and Knowledge Systems BSc Physics
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
Department	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.

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