

University of Pretoria Yearbook 2022

Computer graphics 344 (COS 344)

Qualification	Undergraduate
Faculty	Faculty of Engineering, Built Environment and Information Technology
Module credits	18.00
NQF Level	07
Programmes	BIS (Multimedia)
	BSc (Computer Science)
	BSc (Information and Knowledge Systems)
	BSc (Applied Mathematics)
	BSc (Mathematics)
	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.

The regulations and rules for the degrees published here are subject to change and may be amended after the publication of this information.

The General Academic Regulations (G Regulations) and General Student Rules apply to all faculties and registered students of the University, as well as all prospective students who have accepted an offer of a place at the University of Pretoria. On registering for a programme, the student bears the responsibility of ensuring that they familiarise themselves with the General Academic Regulations applicable to their registration, as well as the relevant faculty-specific and programme-specific regulations and information as stipulated in the relevant yearbook. Ignorance concerning these regulations will not



