

University of Pretoria Yearbook 2022

Computer graphics 785 (COS 785)

Qualification	Postgraduate
Faculty	Faculty of Engineering, Built Environment and Information Technology
Module credits	15.00
NQF Level	08
Programmes	BScHons Computer Science
Prerequisites	No prerequisites.
Contact time	2 lectures per week
Language of tuition	Module is presented in English
Department	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 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 be accepted as an excuse for any transgression, or basis for an exception to any of the aforementioned regulations.