

Course Unit Descriptor

Study Programme: Computer Science – Master			
Course Unit Title: Computer Graphics			
Course Unit Code: CS702			
Name of Lecturer(s): Dragan Mašulović			
Type and Level of Studies: Master Academic Degree			
Course Status (compulsory/elective): Elective			
Semester (winter/summer): Winter			
Language of instruction: Serbian (primary), English (secondary)			
Mode of course unit delivery (face-to-face/distance learning): Face-to-face			
Number of ECTS Allocated: 8			
Prerequisites: None			
Course Aims: In this course students shall acquire advanced knowledge of computer graphics modeling and rendering techniques in 2D and 3D using OpenGL.			
Learning Outcomes: At the end of the course a successful student will be able to model advanced graphics objects and implement advanced rendering algorithms using OpenGL.			
Syllabus: <ul style="list-style-type: none"> • Advanced 2D viewing • Advanced 3D viewing • Advanced 3D object representation and Constructive Solid Geometry • Advanced illumination models • Advanced surface-rendering methods, Ray tracing 			
Required Reading: Hearn, Baker: "Computer Graphics with OpenGL", 3rd Ed., Pearson Education International, 2004 Foley, van Dam, Feiner, Hughes: "Computer Graphics - Principles and Practice", 2nd Ed, Addison-Wesley, 1996			
Weekly Contact Hours: 5	Lectures: 2	Practical work: 3	
Teaching Methods: Blackboard demonstration, Working in small groups, Student projects			
Knowledge Assessment (maximum of 100 points):			
Pre-exam obligations	points	Final exam	points
Active class participation		written exam	
Practical work		oral exam	
Preliminary exam(s)	15+15	Student project	70
Seminar(s)			
The methods of knowledge assessment may differ; the table presents only some of the options: written exam, oral exam, project presentation, seminars, etc.			

