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|  **UNIVERSITY OF NIŠ** |
| **Course Unit Descriptor** | **Faculty** |  |
| **GENERAL INFORMATION** |
| Study program  | **Computer Science** |
| Study Module (if applicable) | Software Development |
| Course title | Computer Graphics 1 |
| Level of study | ☐Bachelor **☐ Master’s** ☐ Doctoral |
| Type of course | ☐ Obligatory **☐ Elective** |
| Semester  | ☐ Autumn **☐Spring** |
| Year of study  | I |
| Number of ECTS allocated | 7 |
| Name of lecturer/lecturers | Vesna Veličković |
| Teaching mode | **☐Lectures** **☐Group tutorials** ☐ Individual tutorials**☐Laboratory work ☐ Project work** ☐ Seminar☐Distance learning ☐ Blended learning ☐ Other |
| **PURPOSE AND OVERVIEW (max. 5 sentences)** |
| *Introduction to the concepts and algorithms of computer graphics.* |
| **SYLLABUS (brief outline and summary of topics, max. 10 sentences)** |
| **Basic concepts of computer graphics. 2D graphics. Rasterization. Line and polygons clipping. 3D graphics. Hidden lines and surfaces. Graphic coordinates of the transformation matrix. Modelling of curves and surfaces. Rendering.** |
| **LANGUAGE OF INSTRUCTION** |
| **☐Serbian (complete course)** ☐ English (complete course) ☐ Other \_\_\_\_\_\_\_\_\_\_\_\_\_ (complete course)☐Serbian with English mentoring ☐Serbian with other mentoring \_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| **ASSESSMENT METHODS AND CRITERIA** |
| **Pre exam duties** | **Points** | **Final exam** | **points** |
| **Activity during lectures** |  | **Written examination** | **30** |
| **Practical teaching** | **40** | **Oral examination** | **30** |
| **Teaching colloquia** |  | **OVERALL SUM** | **100** |
| **\*Final examination mark is formed in accordance with the Institutional documents** |