Study programme(s): Computer Science							
Level: bachelor							
Course title: Introduction to Computer Graphics							
Lecturer: Dragan Mašulović							
Status: obligatory							
ECTS: 5							
Requirements: Linear Algebra and Analytic Geometry							
Learning objectives							
In this course students shall acquire basic 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 elementary graphics objects and invoke basic							
rendering algorithms using OpenGL.							
Syllabus							
Overview of graphics systems							
Graphics primitives and their attributes							
Geometric transformations							
2D viewing							
3D viewing							
3D object representation							
Visible-surface detection							
Illumination models and surface-rendering methods							
Literature							
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 teaching load							
Lectures:	Exercises:	Practical	Exercises:	Student research:	Ot	her:	
2	1	2		0	0	0	
Teaching methodology							
Blackboard lectures, Blackboard exercises, Exercises in computer lab, working in small groups							
Grading method (maximal number of points 100)							
Pre-exam obligations			points	Final exam		points	
Colloquium 1			30	Oral exam		30	
Colloquium 2			40				