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| Study programme(s): Information Technologies | | | | |
| Level: Master | | | | |
| Course title: Computer Graphics 2 | | | | |
| Lecturer: Dragan Mašulović | | | | |
| Status: elective | | | | |
| ECTS: 7 | | | | |
| Requirements: Analytic Geometry, Computer Graphics 1 | | | | |
| Learning objectives 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 | | | | |
| 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: 2 | Exercises: 1 | Practical Exercises: 2 | Student research: 0 | Other: 0 |
| Teaching methodology Blackboard demonstration, Working in small groups, Student projects | | | | |
| Grading method (maximal number of points 100) | | | | |
| Pre-exam obligations | points | Final exam | points | |
| <i>Test 1</i> | 15 | <i>Student project</i> | 70 | |
| <i>Test 2</i> | 15 | | | |