

<b>Study programme(s):</b> Information Technologies				
<b>Level:</b> Bachelor				
<b>Course title:</b> Computer Graphics 1				
<b>Lecturer:</b> Dragan Mašulović				
<b>Status:</b> elective				
<b>ECTS:</b> 7				
<b>Requirements:</b> Analytic Geometry				
<b>Learning objectives</b> In this course students shall acquire basic knowledge of computer graphics modeling and rendering techniques in 2D and 3D using OpenGL.				
<b>Learning outcomes</b> At the end of the course a successful student will be able to model elementary graphics objects and invoke basic rendering algorithms using OpenGL.				
<b>Syllabus</b> <ul style="list-style-type: none"> <li>• Overview of graphics systems</li> <li>• Graphics primitives and their attributes</li> <li>• Geometric transformations</li> <li>• 2D viewing</li> <li>• 3D viewing</li> <li>• 3D object representation</li> <li>• Visible-surface detection</li> <li>• Illumination models and surface-rendering methods</li> </ul>				
<b>Literature</b> 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				
<b>Weekly teaching load</b>				
Lectures: 2	Exercises : 1	Practical Exercises: 2	Student research: 0	Other: <b>0</b>
<b>Teaching methodology</b> Blackboard lectures, Blackboard exercises, Exercises in computer lab, working in small groups				
<b>Grading method (maximal number of points 100)</b>				
<b>Pre-exam obligations</b>	<b>points</b>	<b>Final exam</b>	<b>points</b>	
<i>Colloquium 1</i>	<b>30</b>	<i>Oral exam</i>	<i>30</i>	
<i>Colloquium 2</i>	<b>40</b>			