האוניברסיטה העברית בירושלים
THE HEBREW UNIVERSITY OF JERUSALEM

The Hebrew University of Jerusalem

Syllabus

COMPUTER GRAPHICS - 67609

Last update 19-09-2016

HU Credits: *5*

Degree/Cycle: *1st degree (Bachelor)*

Responsible Department: *computer sciences*

Academic year: *0*

Semester: *1st Semester*

Teaching Languages: *Hebrew*

Campus: *Mt. Scopus*

Course/Module Coordinator: *Prof. Dani Lischinski*

Coordinator Email: *cg@cs.huji.ac.il*

Coordinator Office Hours: *Tue, 12:00-13:00*

Teaching Staff:

Prof Dani Lischinski

Course/Module description:
Introduction to Computer Graphics

Course/Module aims:
See learning outcomes

Learning outcomes - On successful completion of this module, students should be able to:
Define and represent geometric objects in two and three dimensions;
Define and apply geometric transformations and common projections;
Perform hidden surface removal;
Represent and work with color on a computer;
Compute color and shading of surfaces;
Represent and work with smooth curves and surfaces;
Understand and implement algorithms for photorealistic display.

Attendance requirements(%):
None

Teaching arrangement and method of instruction: Lecture, recitation, and lab

Course/Module Content:
See learning outcomes

Required Reading:
None

Additional Reading Material:
See here: http://moodle2.cs.huji.ac.il/nu16/course/view.php?id&eq;67609

Course/Module evaluation:
End of year written/oral examination 50 %
Presentation 0 %
Participation in Tutorials 0 %
Project work 0 %

Assignments 50 %
Reports 0 %
Research project 0 %
Quizzes 0 %
Other 0 %

Additional information:
In order to pass this course, one must pass the final exam, submit all assignments and achieve a passing average grade in the assignments.