

# *The Hebrew University of Jerusalem*

## *Syllabus*

### *Computer Graphics - 67609*

*Last update 04-09-2022*

*HU Credits: 5*

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

*Responsible Department: Computer Sciences*

*Academic year: 0*

*Semester: 1st Semester*

*Teaching Languages: Hebrew*

*Campus: E. Safra*

*Course/Module Coordinator: Prof. Dani Lischinski*

*Coordinator Email: [cg@cs.huji.ac.il](mailto:cg@cs.huji.ac.il)*

*Coordinator Office Hours: Tue, 14:00-15:00*

*Teaching Staff:*

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Prof Dani Lischinski,  
Mr. Yonatan Shamir

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;  
To understand the principles of physically-based animation;  
Understand and implement algorithms for photorealistic display.*

Attendance requirements(%):  
*50*

*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/nu22/course/view.php?id=67609>*

Course/Module evaluation:  
*End of year written/oral examination 50 %  
Presentation 0 %*

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*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 (grade of 60 or higher), as well as submit all assignments and achieve a passing average grade in the assignments.*