



# University of Pretoria Yearbook 2020

## Computer graphics 344 (COS 344)

<b>Qualification</b>	Undergraduate
<b>Faculty</b>	<a href="#">Faculty of Engineering, Built Environment and Information Technology</a>
<b>Module credits</b>	18.00
<b>Programmes</b>	<a href="#">BIS Multimedia</a> <a href="#">BSc Computer Science</a> <a href="#">BSc Information and Knowledge Systems</a> <a href="#">BSc Physics</a>
<b>Prerequisites</b>	COS 110 and WTW 124 or WTW 146
<b>Contact time</b>	1 practical per week, 2 lectures per week
<b>Language of tuition</b>	Module is presented in English
<b>Department</b>	Computer Science
<b>Period of presentation</b>	Semester 1

### Module content

The aim of this module is to acquire a sound knowledge of the basic theory of interactive computer graphics and basic computer graphics programming techniques. The theory will cover graphics systems and models, graphics programming, input and interaction, geometric objects and transformations, viewing in 3D, shading, rendering techniques, and introduce advanced concepts, such as object-oriented computer graphics and discrete techniques. The module includes a practical component that enables students to apply and test their knowledge in computer graphics. The OpenGL graphics library and the C programming language will be used for this purpose.

The information published here is subject to change and may be amended after the publication of this information. The [General Regulations \(G Regulations\)](#) apply to all faculties of the University of Pretoria. It is expected of students to familiarise themselves well with these regulations as well as with the information contained in the [General Rules](#) section. Ignorance concerning these regulations and rules will not be accepted as an excuse for any transgression.