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|  **UNIVERSITY OF NIŠ** |
| **Course Unit Descriptor** | **Faculty** | Pedagogical Faculty in Vranje |
| **GENERAL INFORMATION** |
| Study program  | Technical Education and Informatics |
| Study Module (if applicable) | / |
| Course title | Computer graphics |
| Level of study | ☐Bachelor ☒ Master’s ☐ Doctoral |
| Type of course | ☐ Obligatory☒ Elective |
| Semester  | ☒ Autumn ☐Spring |
| Year of study  | Second |
| Number of ECTS allocated | 5 |
| Name of lecturer/lecturers | Prof. Dr Dejan Rančić  |
| Teaching mode | ☒Lectures ☐Group tutorials ☐ Individual tutorials☐Laboratory work ☐ Project work ☒ Seminar☐Distance learning ☐ Blended learning ☐ Other |
| **PURPOSE AND OVERVIEW (max. 5 sentences)** |
| *Introduction of students in Computer Graphics area. Gathering knowledge about basic computer graphics algorithms and techniques.* |
| **SYLLABUS (brief outline and summary of topics, max. 10 sentences)** |
| Interactive computer graphics. Systems of Computer Graphics. Computer Graphics hardware.Raster algorithms for scaning, filling and clipping of 2D graphics primitives (lines, circles, ellipses). 2D and 3D geometric transformations. Rendering algorithmsColor models, light and lighting models. Shading models and shadow models. |
| **LANGUAGE OF INSTRUCTION** |
| ☒Serbian (complete course) ☐ English (complete course) ☐ Other \_\_\_\_\_\_\_\_\_\_\_\_\_ (complete course)☐Serbian with English mentoring ☐Serbian with other mentoring \_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| **ASSESSMENT METHODS AND CRITERIA** |
| **Pre exam duties** | **Points** | **Final exam** | **points** |
| **Activity during lectures** |  | **Written examination** |  |
| **Practical teaching** | **50** | **Oral examination** | **50** |
| **Teaching colloquia** |  | **OVERALL SUM** | **100** |
| **\*Final examination mark is formed in accordance with the Institutional documents** |