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| **UNIVERSITY OF NIŠ** | | | | | | |
| **Course Unit Descriptor** | | **Faculty** | | |  | |
| **GENERAL INFORMATION** | | | | | | |
| Study program | | | | **Computer Science** | | |
| Study Module (if applicable) | | | | Software Development | | |
| Course title | | | | Computer Graphics 1 | | |
| Level of study | | | | ☐Bachelor **☐ Master’s** ☐ Doctoral | | |
| Type of course | | | | ☐ Obligatory **☐ Elective** | | |
| Semester | | | | ☐ Autumn **☐Spring** | | |
| Year of study | | | | I | | |
| Number of ECTS allocated | | | | 7 | | |
| Name of lecturer/lecturers | | | | Vesna Veličković | | |
| Teaching mode | | | | **☐Lectures** **☐Group tutorials** ☐ Individual tutorials  **☐Laboratory work ☐ Project work** ☐ Seminar  ☐Distance learning ☐ Blended learning ☐ Other | | |
| **PURPOSE AND OVERVIEW (max. 5 sentences)** | | | | | | |
| *Introduction to the concepts and algorithms of computer graphics.* | | | | | | |
| **SYLLABUS (brief outline and summary of topics, max. 10 sentences)** | | | | | | |
| **Basic concepts of computer graphics. 2D graphics. Rasterization. Line and polygons clipping. 3D graphics. Hidden lines and surfaces. Graphic coordinates of the transformation matrix. Modelling of curves and surfaces. Rendering.** | | | | | | |
| **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** | | | **30** |
| **Practical teaching** | **40** | | **Oral examination** | | | **30** |
| **Teaching colloquia** |  | | **OVERALL SUM** | | | **100** |
| **\*Final examination mark is formed in accordance with the Institutional documents** | | | | | | |