

# Global Learning Semesters

## Course Syllabus

Course: COMP-320 Computer Graphics

Department: Computer Science

Host Institution: University of Nicosia, Nicosia, Cyprus



Course Summary		
Course Code	Course Title	Recommended Credit Hours
COMP-320	Computer Graphics	3
Semester Offered	Contact Hours	Prerequisites
Fall	42	COMP-255 C++ Language Programming and MATH-191 Calculus and Analytic Geometry II.
Department	Level of Course	Language of Instruction
Computer Science	Upper Division	English

### Course Description

The course includes a thorough reference to the fundamental principles of interactive computer graphics, including input techniques and devices, display devices, display files, interactive graphic techniques, two- and three-dimensional computer graphics, and transformations. Graphic oriented languages are also discussed. Advanced topics in computer graphics, including surface description methods, color perception and images synthesis, dynamic vectors and raster displays are also introduced.

### Instructor

Dr Andreas Savva

### Course Aims and Objectives

This course introduces the student to the principles of Computer Graphics. Through a number of programming assignments the student will put into practice what he/she has learned in the class using a graphical language, such as OpenGL.

### Teaching Methods

The course is delivered through a mixture of lectures, presentations, handouts, tutorials and assignments.

### Course Teaching Hours

42 hours lectures/presentations. The course is delivered during the Fall semester in 14-weeks (3 hours/week).

### Evaluation and Grading

Homework: 20%  
Mid-Term: 30%  
Final Exam: 50%

## Readings and Resources

### Required Textbook

Foley, van Dam, Feiner, Hughes, "Computer Graphics: Principles and Practice", 2th edition in C, 1996, Addison Wesley

### Recommended Reading

F. S. Hill. Computer Graphics using OpenGL, Second Ed, Prentice Hall, 2000

E. Angel, Interactive Computer Graphics: A top-down approach with OpenGL, Addison Wesley, 2001