Global Learning Semesters
Course Syllabus
Course: DES-363 Computer Graphics
Department: Design
Host Institution: University of Nicosia, Nicosia, Cyprus

Course Summary

Course Code	Course Title	Recommended Credit Hours
DES-363	Computer Graphics	3
Semester Offered	**Contact Hours**	**Prerequisites**
Fall	42	Advanced
Department	**Level of Course**	**Language of Instruction**
Design	Upper Division	English

Course Description

- Introduction to Digital Technology
- Computer Graphics – enhancement of knowledge of computer software
- Reshaping Communication – new means of communication, visual and multimedia.
- Digital Visual Communication – beyond the image
- The effect of technology on the production of an image.
- The new narrative space – text and the image
- Digital thinking – three dimensional presentations, text, movement
- Manipulation of the image – storage, scanning, reproduction, retrieval
- Media, Technology and society – culture, symbolism, hidden meanings

Instructor

Andreas Tomblin

Course Aims and Objectives

The course is designed to develop students understanding in both practical and theoretical terms of the influence that modern technology and especially the computer has on the design and construction of an image. Skills on the use of software applications are further enhanced. The students appreciation in the use of digital images for the realisation of conceptual and design ideas is encouraged through the presentation of contemporary examples. The course also aims to demonstrate a critical understanding in the recording, storage, manipulation and retrieval of scanned images. Underlying the forms of the various materials presented is the concept that digital communication also opens up a new "narrative" space.

Teaching Methods

The course is delivered through a mixture of lectures, studio presentations, studio tutorials and practical exercises and assignments.

Course Teaching Hours

42 hours . The course is delivered during the Fall and Spring semesters in 14-weeks (3 hours/week).

Evaluation and Grading

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

Readings and Resources

Required Textbook
There is no required textbook for this course

Recommended Reading
Mirzoeff, N. (1999) An Introduction to Visual Culture, Rout ledge
Winston, B. (1998) Media, Technology and Society, Rout ledge
Hillis, K. (1999) Digital Sensations: Space, Identity and Embodiment in Virtual Reality, Univ. of Minnesota Press
Foley, J Computer Graphics: Principles and Practice; Addison-Wesley Pub. Co