

Title of course	Computer Graphics 1 (Computergraphik 1)
Responsible instructor	Prof. Hartmut Seichter, PhD
Learning objectives	Students are able to understand the connection between visual computing techniques and the underlying mathematical concepts and the physiognomy of human beings, especially the visual system. Students further can distinguish the differences between image synthesis methods and related techniques. Students will learn basic techniques of real-time 3D visualization and apply them in exercises.
Course contents	Computer graphics is a melting pot of computer science technologies to present digital content efficiently to users. Topics in this course: • Basic knowledge of the human visual system and perceptual psychological concept. • Image generation and storage • CG in professional application and entertainment • Display technologies • 3D model representations • Transformationpipeline: homogenous coordinates and transformations • Scenegraphs and realtime rendering APIs • Image syntesis methods: Rasterization, Raytracing and beyond. • Geometry and Images: samplingmethods and anti-aliasing strategies • Texturing, Surfaces and Materials • Rendering-Equation and Shadingmodels • Lighting models • Introduction to scientific and information visualization • Graphical User Interfaces
Teaching methods	Lecture (2 SWS), Exercises (2 SWS)
Prerequisites	Programming with OOP Basic knowledge of linear algebra
Suggested reading	 Foley, James D, Andries Van Dam, Steven K Feiner, John F Hughes, and Richard L Phillips. Introduction to Computer Graphics. Vol. 55. Addison-Wesley Reading, 1994. Folien
Applicability	Master Applied Computer Science, Master Angewandte Medieninformatik
Workload	Total 150 hours. Attendance: 60 hours, Self-Study: 45 hours, Exam Preparation: 45 hours
ECTS credit points and weighting factor	5 CP (Emphasis of the Grade for the final Grade 5/120)
Basis of student evaluation	Oral Exam
Time	1st Semester
Frequency	Once during the academic year (winter semester)
Duration	One semester



Course type	Obligatory course from the area of software engineering
Remarks	Teaching language is English.