Module MA-INF 2111	**Foundations of Graphics**		
Workload 180 h	**Credit points** 6 CP	**Duration** 1 semester	**Frequency** every year
Module coordinator	Prof. Dr. Reinhard Klein		
Lecturer(s)	Prof. Dr. Reinhard Klein, Prof. Dr. Andreas Weber, Prof. Dr. Matthias Hullin		
Classification	**Programme** M. Sc. Computer Science	**Mode** Optional	**Semester** 1. or 2.
Technical skills	Knowledge of basic mathematical techniques commonly used in Graphics with a strong emphasis on their application to real world problems.		
Soft skills	Research abilities, information retrieval abilities, collaboration abilities, self management, creativity.		
Contents	Affine and projective transformations with applications to image formation (rigid body motion, cinematic chains); Parametric curves and surfaces with applications to 3D modelling; Ordinary differential equations with applications to physical based modelling		
Prerequisites	**Required**: None of the following modules have been passed: MA-INF 2101 – Foundations of Graphics, Vision and Audio		

Format

Teaching format	**Group size**	**h/week**	**Workload[h]**	**CP**
Lecture	60	2	30 T / 45 S	2.5
Exercises	30	2	30 T / 75 S	3.5

T = face-to-face teaching; S = independent study

Exam achievements	Written exam	(graded)
Study achievements	Successful exercise participation	(not graded)
Forms of media		
Literature		