

Computer Graphics / Undergraduate

Courses for Bachelor of Design Innovation (BDI) and Bachelor of Science (BSc) with Computer Graphics focus

LEVEL	COMPUTER GRAPHICS (CG) CORE	&	BDI W/ MEDIA DESIGN SPECIALISATION	or	BSc W/ COMP SC MAJOR & MEDIA DESIGN MINOR
100	<p>DSDN 101 —Design Visualisation</p> <p>DSDN 142 —Creative Coding</p> <p>COMP 102 —Intro to Computer Program Design</p> <p>MATH 161 —Discrete Mathematics and Logic</p> <p>COMP 103* —Intro to Data Structures and Algorithms</p> <p>MATH 151** —Algebra</p>		<p>DSDN 111 —Ideas and Principles of Design</p> <p>DSDN 171 —Design in Context</p> <p>DSDN 112 —Intro to Interaction Design</p>		<p>STAT 193 —Stats for Natural and Social Sciences</p>
200	<p>MDDN 241 —Modelling and Animation</p> <p>MDDN 242 —Computer Graphics Production</p> <p>COMP 261 —Algorithms and Data Structures</p>		<p>CCDN 271 —Design as Inquiry</p> <p>1 x MDDN —200 level course</p>		<p>3 x SWEN/NWEN —200 level courses</p>
300	<p>MDDN 311 —Postproduction and Special Effects</p> <p>COMP 308 —Intro to Computer Graphics</p>		<p>CCDN 331 —Live Theory</p> <p>2 x MDDN —300 level courses</p>		<p>3 x COMP/SWEN/NWEN —300 level courses</p>
Electives			<p>35 points*** —at 200 level or above</p>		<p>75 points in Science including: —15 points at 200 level or above —15 points at 300 level</p>

* BDI students can take this course in Year 2.

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*** BDI students wishing to complete a Minor in Computer Science must include 30 points COMP/SWEN/NWEN at 200-300 level.

NCEA REQUIREMENTS

Students who do not have 16 NCEA Level 3 credits in Mathematics or equivalent will need to do MATH 132 prior to enrolling in MATH151/161. BDI students who do not have 14 NCEA Level 3 credits in English, History, Art History, Classics, Geography or economics will be required to do WRIT 101/151, which is available in all three trimesters.