

Computer Graphics / Undergraduate

Courses for Bachelor of Science (BSc) in Computer Science with a minor in Media Design and a focus in Computer Graphics

LEVEL	COMPUTER GRAPHICS CORE	&	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>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>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>3 x COMP/SWEN/NWEN —300 level courses</p>
Electives			<p>75 points in Science</p> <p>including:</p> <ul style="list-style-type: none"> —15 points at 300 level —30 points at 200 level or above

* This course can be taken in Year 2.

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.