

Computer Graphics / Undergraduate

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

LEVEL	COMPUTER GRAPHICS (CG) CORE	BDI W/ MEDIA DESIGN OF SPECIALISATION	BSc W/ COMP SCI MAJOR & MEDIA DESIGN MINOR
100	DSDN 101 —Design Visualisation DSDN 142 —Creative Coding COMP 102 or COMP 112* —Intro to Computer Program Design MATH 161 —Discrete Mathematics and Logic COMP 103** —Intro to Data Structures and Algorithms MATH 151** —Algebra	DSDN 111 —Ideas and Principles of Design DSDN 171 —Design in Context DSDN 112 —Intro to Interaction Design	STAT 193 —Stats for Natural and Social Sciences
200	MDDN 241 —Modelling and Animation MDDN 242 —Computer Graphics Production COMP 261 —Algorithms and Data Structures	CCDN 271 —Design as Inquiry 1 x MDDN —200 level course	3 X SWEN/NWEN —200 level courses
300	MDDN 311 —Postproduction and Special Effects COMP 308 —Intro to Computer Graphics	CCDN 331 —Live Theory 2 X MDDN —300 level courses	3 X COMP/SWEN/NWEN —300 level courses
Electives		35 points*** —at 200 level or above	75 points in Science including: —15 points at 300 level —30 points at 200 level or above

- * COMP 112 Intro to Computer Science is an alternative to COMP 102 for students with the appropriate Digital Technologies credits at NCEA level 3 (see online course catalogue for entry requirements)
- ** BDI students can take this course in Year 2.
- *** 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.