Computer Graphics Study at Vic

Courses for Computer Graphics within the School of Design and the School of Engineering

UNDERGRADUATE

BACHELOR OF DESIGN INNOVATION (BDI)	BACHELOR OF SCIENCE (BSc)
DSDN 132 - 3D Modelling & Animation I	DSDN 132 - 3D Modelling & Animation I

COMP 102
- Introduction to Computer Program Design
  (It is suggested that you take this after
  MDDN 242)
	DSDN 101
	- Design Visualisation

ENGR 121 - Engineering Mathmatics Foundations	MDDN 241 - 3D Modelling and Animation
MDDN 241 - 3D Modelling and Animation	MDDN 242 - Creative Coding II
MDDN 242 - Creative Coding II	MDDN 311 - Postproduction and Special Effects or : MDDN 343 - Advanced Computer Game Design
MDDN 311 - Postproduction and Special Effects	

POSTGRADUATE

MASTER OF DESIGN INNOVATION (MDI)	MASTER OF SCIENCE (MSc)
COMP 4XX - 30pts approved COMP 400 level courses	COMP 471 - Algorithms and Mathematics for Games and Graphics (15pts)
MDDN 441 - Computer Graphics for Film (30pts)	COMP 472 - Project in Computer Graphics Programming (15pts)
DSDN 481 - Research Methods (30pts)	COMP 408 - Computer Graphics Rendering (15pts)
	COMP 409 - Three Dimensional Modelling for Computer Graphics (15pts)
	MDDN 441 - Computer Graphics for Film (30pts)
	ELECTIVE - 30pts approved 400 level courses
MDDN 596 - Thesis (90pts)	COMP 591 - Thesis (120pts)