Computer Graphics Study at Vic

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

	BACHELOR OF DESIGN INNOVATION (BDI)	**BACHELOR OF SCIENCE (BSc)**
UNDERGRADUATE	DSDN 132 - 3D Modelling & Animation I COMP 102 - Introduction to Computer Program Design (It is suggested that you take this after MDDN 242) ENGR 121 - Engineering Mathmatics Foundations MDDN 241 - 3D Modelling and Animation	DSDN 132 - 3D Modelling & Animation I DSDN 101 - Design Visualisation MDDN 242 - Creative Coding II MDDN 311 - Postproduction and Special Effects or : MDDN 343 - Advanced Computer Game Design
POSTGRADUATE	COMP 471 - Algorithms and Mathematics for Games and Graphics COMP 472 - Project in Computer Graphics Programming COMP 408 - Computer Graphics Rendering COMP 409 - Threee Dimensional Modelling for Computer Graphics MDDN 441 - Computer Graphics for Film or : MDDN 442 - Computer Graphics for Interaction Design	
	MDDN 593 - Thesis in Computer Graphics	COMP 595 - Computer Graphics Thesis