Computer Graphics / Undergraduate

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

LEVEL	COMPUTER GRAPHICS CORE	&	MEDIA DESIGN SPECIALISATION
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
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
300	**MDDN 311** —Postproduction and Special Effects **COMP 308** —Intro to Computer Graphics		**CCDN 331** —Live Theory **2 X MDDN** —300 level courses
Electives			**35 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.