

# Computer Graphics / Undergraduate

Courses for Bachelor of Science (BSc) with Computer Graphics

LEVEL	COMPUTER GRAPHICS CORE	&	MEDIA DESIGN MINOR
100	<p><b>DSDN 101</b> —Design Visualisation</p> <p><b>DSDN 142</b> —Creative Coding</p> <p><b>COMP 102</b> or <b>COMP 112*</b> —Intro to Computer Program Design</p> <p><b>MATH 161</b> —Discrete Mathematics and Logic</p> <p><b>COMP 103</b> —Intro to Data Structures and Algorithms</p> <p><b>MATH 151</b> —Algebra</p>		<p><b>STAT 193</b> —Stats for Natural and Social Sciences</p>
200	<p><b>MDDN 241</b> —Modelling and Animation</p> <p><b>MDDN 242</b> —Computer Graphics Production</p> <p><b>COMP 261</b> —Algorithms and Data Structures</p>		<p><b>3 x SWEN/NWEN</b> —200 level courses</p>
300	<p><b>MDDN 311</b> —Postproduction and Special Effects</p> <p><b>COMP 308</b> —Intro to Computer Graphics</p>		<p><b>3 x COMP/SWEN/NWEN</b> —300 level courses</p>
Electives			<p><b>75 points in Science</b></p> <p>including:</p> <ul style="list-style-type: none"> <li>—15 points at 300 level</li> <li>—30 points at 200 level or above</li> </ul>

\* 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)

## 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.