

# Bachelor course: Introduction to Graphics and Animation (IGA)

## Om kurset

uddannelse            Computer Science  
Undervisningssprog English  
Kursus starter        05-09-2013  
Kursus slutter        21-11-2013

ECTS                    7.5

Indhold                Programming techniques, algorithms and data structures, with focus on applications in drawing, graphics and animation. Use of standard graphics and modelling libraries in graphics applications. 2-D and 3-D concepts and modelling techniques. Systematic development and testing of programs.

A student who takes this course will develop the ability to:

- mål
- develop and test medium size programs with main focus on graphics and animation applications.
  - understand and use standard algorithms and data structures.
  - understand the principles of representing 2-D and 3-D models in a computer.
  - generate 2-D and 3-D images from computer models and integrate them in application programs.
  - use a standard graphics library/API.
  - be aware of the applications of graphics and animation in the digital media.

forudsætninger        Dat-A or equivalent. Some programming experience is expected but the course serves also to develop general programming competence.

Kursusdage            Thursdays from 1.00 - 5.15 p.m. in the period from September 5 - November 21 2013.

kursusform            Lectures and practical problems classes using computers. Handed-in projects can be done in small groups.

Eksamenstidspunkt    January 2014.

Vurdering              20 min. individual oral exam based on a written assignment

Evaluering            For an excellent performance the course participant must demonstrate:

- With respect to knowledge and understanding of the principles of creating simple 2-D and 3-D models and generating images and animations. solid knowledge, insight, and overview;
- With respect to command and application of theories and methods: solid description, competent application, and critical reflection;
- With respect to the ability to implement, test and document small to medium sized graphics and animation programs, referring to the submitted practical coursework: demonstrated in a convincing manner.

For a good performance the course participant must demonstrate:

- With respect to knowledge and understanding of the principles of creating simple 2-D and 3-D models and generating images and animations. knowledge and insight;
- With respect to command and application of theories and methods: clear description and relatively consistent application;
- With respect to the ability to implement, test and document small to medium sized graphics and animation programs, referring to the submitted practical coursework: demonstrated in a reasonable manner.

For a performance meeting only the minimum requirements for acceptance the course participant must demonstrate;

- With respect to knowledge and understanding of the principles of creating simple 2-D and 3-D models and generating images and animations. sufficient but limited knowledge
- With respect to command and application of theories and methods: sufficient description and application;
- With respect to the ability to implement, test and document small to medium sized graphics and animation programs, referring to the submitted practical coursework: demonstrated in an uncertain manner.

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STADS bachelor  
 stamdata aktivitetskode : U23159  
 prøveform : Intern

bedømmelse : 7-trinsskala

censur : Intern censur