Faculty: Faculty of Computing and Mathematics
Subject: Computer Graphics
Subject code: 
Level: Engineer
Duration: 20 February 2014 - 13 June 2014
Semester: Spring 2013/14

Teaching Language: English
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The course comprises the following elements:

Prerequisites:
Knowledge of MS Windows, support for software applications, including the ability to use graphical applications at a basic level, spatial imagination and talents Graphics

After completing the course the student is expected to:
- know and understand the basic concepts used in raster and vector graphics, 2D and 3D;
- know the methods and tools for the creation and processing of computer graphics;
- use the programs: Corel Draw, Corel Photo-Paint, Adobe PhotoShop;
- create effective designs and user interfaces, and digital photography;
- work in a team programming and design in the field of computer graphics.

Teaching methods: lecture/laboratory

Assessment method: test, project

ECTS: 4

Tuition fee:
Tuition fees do NOT apply to EU/EEA citizens or exchange students.