30234 - Graphic IT

Syllabus Information

Academic Year: 2018/19

Subject: 30234 - Graphic IT

Faculty / School: 110 -

Degree: 439 - Bachelor's Degree in Informatics Engineering

ECTS: 6.0

Year: 4

Semester: Indeterminate

Subject Type:

Module: ---

General information

Aims of the course

Context and importance of this course in the degree

Recommendations to take this course

Learning goals

Competences

Learning goals

Importance of learning goals

Assessment (1st and 2nd call)

Assessment tasks (description of tasks, marking system and assessment criteria)

Methodology, learning tasks, syllabus and resources

Methodological overview
1. Regular classes imparted by the professors
2. Development of the works proposed by the professors; these will be made by the students, guided by the professors
3. Group presentations of the works, plus oral exam

Learning tasks

During class, professors will introduce the theoretical aspects of the course, and solve questions that may arise.

In the lab sessions, the students will be able to work on their assignments, which will be part of the final grade

Syllabus

1. Computer Graphics

- Intro

- Geometric modeling

- Visual modeling

- Rendering algorithms: local illumination

- Rendering algorithms: global illumination

2. Computational Imaging

- Intro

- Lightfields

- Computational displays

- Latest advances

Course planning and calendar

The definite calendar including classes, lab sessions, exams etc will be announced with sufficient anticipation

1. Computer Graphics (27 hours, 9 weeks)

2. Computational Imaging (18 hours, 6 weeks)

3. Lab and proposed works (15 hours)

Bibliography and recommended resources

No bibliography is needed