



<b>TITLE OF THE COURSE:</b>	Computer Graphics
<b>Course code:</b>	NMM 3023
<b>Course group:</b>	C
<b>Faculty:</b>	Faculty of Arts
<b>Study program:</b>	New Media Art
<b>Level:</b>	<i>Bachelor's</i>
<b>Semester:</b>	<i>Autumn</i>
<b>ECTS credits:</b>	6
<b>Language of instruction</b>	English
<b>Course lecturer/s:</b>	Rimantas Plungė
<b>Short course description:</b>	<p>The course is dedicated to analysis of complex computer graphics, finding conceptual audiovisual solutions. During the course students try graphic, media design, illustration, and computer animation technics and use it for personal expression. Students create audiovisual solutions and learn to manage them. The main attention is paid to creative projects.</p>
<b>Course content:</b>	<ol style="list-style-type: none"><li>1. Introductory lecture. Introduction to the course structure, content and assessment requirements. Concepts of complex computer graphics.</li><li>2. Complex computer graphics concepts and technologies.</li><li>3. Motion pictures. Computer animation.</li><li>4. Interactivity in computer generated images.</li><li>5. Electronic publishing and its specifics.</li><li>6. Computer animation.</li><li>7. Mixt techniques of computer graphic.</li></ol>



	<p>8. Designing of complex computer graphics products.</p> <p>9. Implementation of complex computer graphics products.</p> <p>10. Implementation of complex computer graphics products.</p> <p>11. Complex computer graphics fitting for multimedia environments.</p> <p>12. Complex computer graphics fitting for multimedia environments.</p> <p>13. Personal computer graphic project.</p> <p>14. Computer graphics product dissemination and support.</p> <p>15. The inclusion of computer graphics product analysis and critical assessment.</p>
<p><b><i>Grading and evaluating student work in class and/or at the final exam:</i></b></p>	<p>The realization of practical assignments and creative projects during the course – 50 % Exam (review of final creative projects) – 50%</p>
<p><b><i>Required reading and additional study material</i></b></p>	<p>1. Encyclopedia of multimedia / editor-in-chief Borko Furht. Springer, 2006.</p> <p>2. <a href="http://www.computerarts.co.uk/">http://www.computerarts.co.uk/</a> (interactive)</p> <p>3. <a href="http://www.cgw.com/">http://www.cgw.com/</a> (interactive)</p>
<p><b><i>Additional information (if applicable)</i></b></p>	<p>-</p>