Date:	Examination No.:	Version: 2022-2023	Start: 1/9/2022
Module Name - Code	Introduction to computer animation		
Module Language:	English		
Responsible:	Dr Gullanar M Hadi		
Lecture (s):	Dr Gullanar M Hadi		
College:	College of Engineering – Salahaddin University		
Duration:	15 week – 1 semester		
Course outcomes:	On successful completion of the module students should be able to demonstrate a hands on computer animation topics		
Course Content:	• A simple image formation model • Image sampling and quantization • Digital image representation • Types of digital images: binary images, gray-scale images, color images, multispectral images • Digital image file formats • Spatial and gray-level resolution • Image algebra • Zooming and resizing • Some basic relationships between pixels • Simple processing- Transpose • Simple processing- Flip vertical • Simple processing- Cropping		
Literature:	Reference Book for this Course: Computer Animation: Algorithms and Techniques By Rick Parent		
Type of Teaching:	4 hrs in lectures (2Theoretical and 2practical)		
Pre-requisites:	Image Processing + Computer Graphics		
Frequency:	Annually in Spring Semester		
Requirements for credit points:	For the award of credit points it is necessary to pass the module. Not attending final exams will result in failure in the subject **Student's attendance is required in all classes. Absence in more than 15% of the classes results in an automatic withdrawal from the subject**.		
Credit point:	5		
Grade Distribution:	The Grade is generated from the examination result(s) with the following 50% Final Theoretical and practical Exam 20% Individual assignments 30% midterm Theoretical and practical exam		
Work load:	• 46 HoursTheory • 60 Home Study • 4 Hours Exams • 20 Hours Assignments • 20 Exam Preparation • **150 Hours Tota**		