Date:	Examination No.:	Version:1/9/2022	Start: 1/9/2022
Module Name - Code	Computer Graphics		
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 Graphics topics		
Course Content:	1.Introduction to graphic system 2. Graphics output primitive 3. Blinding and anti-aliasing, fog and polygon Offset. 4. Geometric 2D transformation 5. Geometric 3D transformation 6. 2D viewing and clipping 8. 3D viewing and projection 9. 3D Objects & interactive GUI and Animation 10. Lighting and illumination		
Literature:	• Reference Book for this Course ○ Computer Graphics Using OpenGL (3E -by Hill)		
Type of Teaching:	4 hrs in lectures (2Theoretical and 2practical)		
Pre-requisites:	Image processing		
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 60% Final Theoretical Exam 20% Individualassignments 20% midterm exam		
Work load:	• 46 HoursTheory • 60 Home Study • 4 Hours Exams • 20 Hours Assignments • 20 Exam Preparation • **150 Hours Total**		