

# UE 3D graphics



Level  
Baccalaureate  
+4



ECTS  
3 credits



Component  
UFR IM2AG  
(informatique,  
mathématiques  
et  
mathématiques  
appliquées)



Semester  
Printemps

- > **Teaching language(s):** English
- > **Teaching method:** In person
- > **Teaching type:** Lectures
- > **Open to exchange students:** Yes
- > **Code d'export Apogée:** GBX8MO08

## Presentation

### Description

Computer Graphics covers the set of techniques enabling the synthesis of animated virtual worlds. The applications range from entertainment (special effects, 3D feature films, video games), to industrial design (modelling and visualizing prototypes) and virtual reality (flight simulator, interactive walk-through). This course introduces the domain by presenting the bases for the creation of 3D models, their animation, and the rendering of the corresponding 3D scene. Student will be invited to practice through programming exercises in OpenGL.

### Course parts

Tutorials	Tutorials (TD)	16,5h
Lectures	Lectures (CM)	16,5h
<b>Period : Semester 8</b>		

# Useful info

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## Contacts

Program director

**Romain Vergne**

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## Place

› [Grenoble](#)

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## Campus

› [Grenoble - University campus](#)