

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
Period : Semester 8		

Useful info

Contacts

Program director

Romain Vergne

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Place

➤ [Grenoble](#)

Campus

➤ [Grenoble - University campus](#)