



Меѓународен Универзитет Визион - International Vision University  
 Universiteti Ndërkombëtar Vizion - Uluslararası Vizyon Üniversitesi

Adres: Ul. Major C. Filiposki No.1, Gostivar – Kuzey Makedonya  
 tel: +389 42 222 325, [www.vizyon.edu.mk](http://www.vizyon.edu.mk), [info@vizyon.edu.mk](mailto:info@vizyon.edu.mk)

## SYLLABUS

COURSE NAME	COURSE CODE	SEMESTER	COURSE LOAD	ECTS
COMPUTER GRAPHICS	CEN - 3003	5	180	6

<b>Prerequisite(s)</b>	None
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<b>Course Language</b>	Macedonian, Turkish, English
<b>Course Type</b>	Required
<b>Course Level</b>	First Cycle
<b>Course Lecturer</b>	
<b>Course Assistants</b>	
<b>Classroom</b>	
<b>Extra-Curricular Office Hours and Location</b>	<b>Meeting:</b> <b>Consultancy:</b>

<b>Course Objectives</b>	The aim of this course is to give basic information about computer graphics and algorithms.
<b>Course Learning Outcomes</b>	<ul style="list-style-type: none"> <li>• Will be understands the basics of computer graphics,</li> <li>• Will use basic 2D and 3D graphics transformation,</li> <li>• Will be understands clear graphics systems,</li> <li>• Will be understands the math graphics,</li> <li>• Will create 3D models.</li> <li>• Will have the ability to use visual trim and color.</li> </ul>
<b>Course Contents</b>	Topics covered in this course are: basic hardware and software, computer graphics, 2D and 3D routing and modeling, projections, visual trim, crop, lighting and shading, Clipping, Virtual Reality and Computer Graphics.

## WEEKLY SUBJECTS AND RELATED PREPARATION STUDIES

<b>Week</b>	<b>Subjects</b>	<b>Related Preparation</b>
1	Introduction	Related Chapters of Course Sources
2	Graphics Hardware	Related Chapters of Course Sources
3	Graphics software	Related Chapters of Course Sources
4	Basic Mathematics for Computer Graphics	Related Chapters of Course Sources
5	2D Shifting	Related Chapters of Course Sources
6	3D Shifting	Related Chapters of Course Sources
7	Mid-term Exam	Related Chapters of Course Sources
8	Projections	Related Chapters of Course Sources
9	Cladding image	Related Chapters of Course Sources
10	Lighting and Shading	Related Chapters of Course Sources
11	Clipping	Related Chapters of Course Sources
12	Colors	Related Chapters of Course Sources
13	Virtual Reality and Computer Graphics	Related Chapters of Course Sources
14	Virtual Reality and Computer Graphics, Graphics applications	Related Chapters of Course Sources
15	Final Exam	Related Chapters of Course Sources

**ECTS / WORKLOAD TABLE**

Presentation / Seminar			
Hours for off-the-classroom study (Pre-study, practice)	14	3	42
Midterm Exam	1	12	12
Final examination	1	14	14
<b>Total Work Load</b>			
<b>ECTS</b>		<b>6</b>	

**GENERAL PRINCIPLE RELATED WITH COURSE**

Dear students,

In order to be included, learn and achieve full success that you deserve in the courses you need to come well prepared by reading the basic and secondary textbooks. We are expecting from you carefully to obey to the course hours, not to interrupt the lessons unless is very indispensable, to be an active participant on the courses, easily to communicate with the other professor and classmates, and to be interactive by participating to the class discussions. In case of unethical behavior both in courses or on exams, will be acting in framework of the relevant regulations. The attendance of the students will be checked in the beginning, in the middle or at the end of the lessons. Throughout the semester the students who attend to all lectures will be given 15 activity-attendance points in addition to their exam grades.

**SOURCES****COMPULSORY LITERATURE**

No	Name of the book	Author's Name, Publishing House, Publication Year
1	Görsel Grafik Tasarım Sözlüğü	Gavin Ambrose, Paul Harris, Literatür Yayınları, 2014
2	Computer Graphics: Principles and Practice in C	James D. Foley, Andries van Dam, Steven K. Feiner, John F. Hughes, 1995
3		

**ADDITIONAL LITERATURE**

No	Name of the book	Author's Name, Publishing House, Publication Year
1	Görsel İletişim ve Grafik Tasarım	Tevfik Fikret Uçar, İnkilap kitabevi, 2004
2	Computer Graphics (C Version)	Donald Hearn and M. Pauline Baker, Prentice Hall, 1997
3		

## EVALUATION SYSTEM

<b>Underlying the Assessment Studies</b>	<b>NUMBER</b>	<b>PERCENTAGE OF GRADE</b>
Attendance/Participation	15	%10
Project / Event	1	%20
Mid-Term Exam	1	%35
Final Exam	1	%35
<b>TOTAL</b>	<b>17</b>	<b>%100</b>

## ETHICAL CODE OF THE UNIVERSITY

In case of the students are cheating or attempt to cheat on exams, and in the case of not to reference the sources used in seminar studies, assignments, projects and presentations, in accordance to the legislations of the Ministry of Education and Science of Republic of Macedonia and International Vision University, will be applied the relevant disciplinary rules. International Vision University students are expected never to attempt to this kind of behavior.