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

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DERS İZLENCESİ (SYLLABUS)

COURSE NAME	COURSE CODE	SEMESTER	COURSE LOAD	ECTS
GRAPHİCS AND VİZUALİZATİON	**4025**	**5**	**180**	**6**

Prerequisite(s)	None

Course Language	Turkish
Course Type	Required
Course Level	First Cycle
Course Lecturer	
Course Assistants	
Classroom	
Extra-Curricular Office Hours and Location	

Course Objectives	The aim of this course is to give basic information about computer graphics and algorithms. In this course computer graphics, hardware, software and programming will be studied. Two-dimensional and three-dimensional transformation matrices will be discussed in the course, students can also crop, learn the lighting and shading method. Students will create their own using a programming language and OpenGL graphics application.
Course Learning Outcomes	The student understands the basics of computer graphics. Students will use basic 2D and 3D graphics transformation. Students gain scientific graphing scientific visualization and understanding. Student understands clear graphics systems. The student understands the math graphics. Students create 3D models. Students gain the ability to use visual trim and color. Öğenci 2D and 3D game programming skills wins.
Course Contents	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. Students will learn how to use graphics software to create graphics.

WEEKLY SUBJECTS AND RELATED PREPARATION STUDIES

Week	Subjects	Related Preparation
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
Total Work Load			
ECTS	**6**		

GENERAL PRINCIPLE RELATED WITH COURSE

Dear students,

You need to be included in the flow, please follow the course of learning and using that to achieve our success you deserve, you need to practice every day on topics that are covered by the course. It takes practice reading basic and auxiliary literature that is strictly recommended. You should visit classes course I need to make an effort to visit all the professors' lectures. Your activity on the session will be assessed by your professors and the Battle active participant in the discussions that will take place during the time. Students visiting lectures for all at the end if an additional 15 points.

SOURCES

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

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

EVALUATION SYSTEM

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

ETHICAL CODE OF THE UNIVERSITY

In case students are cheating on exams or preparation the same, it is not making reference to the source to be used in studies, as for example in assignments, projects and presentation (plagiarism), in accordance with legislations by Ministry of Education and Science of the Republic of Macedonia and İnternational Vision University, apply relevant disciplinary rules. İnternational Vision University students are expected never attempts in this kind of behavior.