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| Discipline „graphic systems - project”, code: 32d |
| Annotation: The course project aims to deepen students' knowledge of the basic methods and tools for building different types of Graphical Systems (GS), considered as a set of hardware, data and software for manipulating, storing, analyzing and visualizing information in different fields of application. Students independently realize a job, a module that implements a specific graphic application. The development task includes exploring the basic algorithms required for task assignment, interface design, program implementation and its testing. The software is implemented in the OpenGL graphics environment. The course project is based on the previous "Graphic Systems" discipline. |
| Main issues of the syllabus content:   * Software development by OpenGL libraries * Realization of realistic 3D objects * Software development, including animation components and virtual images |