

**Información del Plan Docente**

<b>Academic Year</b>	2016/17
<b>Academic center</b>	110 - Escuela de Ingeniería y Arquitectura
<b>Degree</b>	439 - Bachelor's Degree in Informatics Engineering
<b>ECTS</b>	6.0
<b>Course</b>	4
<b>Period</b>	Indeterminate
<b>Subject Type</b>	Compulsory
<b>Module</b>	---

**1.Basic info****1.1.Recommendations to take this course****1.2.Activities and key dates for the course****2.Initiation****2.1.Learning outcomes that define the subject****2.2.Introduction****3.Context and competences****3.1.Goals****3.2.Context and meaning of the subject in the degree****3.3.Competences****3.4.Importance of learning outcomes****4.Evaluation****5.Activities and resources****5.1.General methodological presentation**

1. Regular classes imparted by the professors
2. Development of the works proposed by the professors; these will be made by the students, guided by the professors
3. Group presentations of the works, plus oral exam

**5.2.Learning activities**

During class, professors will introduce the theoretical aspects of the course, and solve questions that may arise.

## 30234 - Graphic IT

In the lab sessions, the students will be able to work on their assignments, which will be part of the final grade

### 5.3.Program

#### 1. Computer Graphics

- Intro
- Geometric modeling
- Visual modeling
- Rendering algorithms: local illumination
- Rendering algorithms: global illumination

#### 2. Computational Imaging

- Intro
- Lightfields
- Computational displays
- Latest advances

### 5.4.Planning and scheduling

The definite calendar including classes, lab sessions, exams etc will be announced with sufficient anticipation

1. Computer Graphics (27 hours, 9 weeks)

2. Computational Imaging (18 hours, 6 weeks)

3. Lab and proposed works (15 hours)

**5.5. Bibliography and recommended resources**

No bibliography is needed