

## 62228 - Computer Graphics and immersive multimedia environments

### Información del Plan Docente

Academic Year	2016/17
Academic center	110 - Escuela de Ingeniería y Arquitectura
Degree	534 - Master's in IT Engineering
ECTS	6.0
Course	1
Period	Second semester
Subject Type	Compulsory
Module	---

### 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

The learning process designed for the course is based on:

- Learning of concepts and techniques through theoretical classes, in which the participation of students will be favored.
- Personal study of the subject by the students, and participation in class in solving the problems analysed.
- Development of practical assignments by the students, guided by the professors, that favor the assimilation of theoretical knowledge.

## 62228 - Computer Graphics and immersive multimedia environments

Please note that the course has both a theoretical and a practical orientation. Thus, the learning process emphasizes both the presence of the students in class and the realization of the practical assignments, as well as personal study.

### 5.2.Learning activities

The learning activities which require assistance are based on:

1. In-class presentations by the professors
2. Lab sessions
3. Office hours for questions and doubts
4. Evaluation of the oral or written exam, and presentations by the students

The learning activities not requiring assistance to specific classes include:

1. Practical assignments
2. Study of theoretical concepts

### 5.3.Program

The program of the course will include the following blocks and contents:

Block 1:

- High quality CG
- Real time CG
- Cognitive systems

Block 2:

- Computational imaging
- The Human visual system
- Image processing and editing

Block 3:

- Virtual reality
- HCI
- Populated environments

Block 4:

- Direct and inverse problems

### 5.4.Planning and scheduling

The in-class sessions which will take place in Campus Río Ebro are:

- Theoretical and problem-solving classes
- Lab sessions

## **62228 - Computer Graphics and immersive multimedia environments**

The timetable and dates of all classes will be given with enough anticipation via the web of the course and the school.

The deadline dates for the different assignments will be announced with enough anticipation in class.

### **5.5. Bibliography and recommended resources**