**The name of the academic discipline:**

**“Fundamentals of Computer Graphics”**

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| **Specialty code and name** | 6-05-0612-01 Software Engineering |
| **Year of study** | 2 |
| **Semester of study** | 3 |
| **Number of in-class academic hours:** | 48 |
| **Lectures**  **Seminar classes**  **Practical classes**  **Laboratory classes** | 16 |
| - |
| - |
| 32 |
| **Form of the current assessment (*credit/ graded credit /exam*)** | credit |
| **Number of credit points** | 3 |
| **Competences** | Mastering the academic discipline “Fundamentals of Computer Graphics” should provide the following competencies: receiving, storing and processing graphic information using computer graphics software oriented towards modern information technologies. |
| **Summary of the academic discipline:**  The concept of computer graphics. Color models: concept, color models RGB, CMYK, HSB.  Fundamentals of digital image formation. State system of scientific and analytical support of digital development processes. Scientific research in the field of IT. Technological monitoring. Analytical research. Expert advice. International cooperation.  Vector graphics: Basic concepts of vector graphics; Structure of vector illustration; Typical tasks of processing vector images; Advantages and disadvantages of vector images; Tools for creating vector images. Three-dimensional graphics: Basic concepts of three-dimensional graphics; Stages of creating a three-dimensional project; Advantages and disadvantages of three-dimensional graphics; Software for working with three-dimensional graphics.  Basics of working with the BLENDER graphic editor. Creating a 2D model The program's software interface: system startup, main program menu, document types, toolbars, context panel, context menu. | |