

**The name of the academic discipline:
«Computer graphics and multimedia»**

Code and name of specialty	1-02 05 01 Mathematics and Informatics
Training course	1
Semester of training	1/2
Number of class hours:	96
Lectures	32
Seminar classes	-
Practical classes	-
Laboratory classes	64
Form of current assessment (credit/differential credit/exam)	credit/ credit
Number of credits	6
Competencies to be formed	Mastering the discipline "Computer Graphics and Multimedia" should ensure the formation of universal and basic professional competencies: to solve problems of professional activity based on the use of information and communication technologies; solve problems of professional and personal development, plan and implement advanced training; carry out professional activities in the conditions of updating its goals, content, changing technologies, determining methods for solving professional problems, evaluating their effectiveness and quality; apply methods, methods and means of creating, processing and storing information in the field of computer graphics and multimedia using modern application software.
Summary of the academic discipline:	
Computer Graphics and Multimedia” is a complex academic discipline that includes the following sections: two-dimensional graphics, computer animation technologies, three-dimensional graphics, multimedia technologies.	