

**Academic discipline:
" Computer graphics and multimedia "**

Code and name of specialty	1-02 05 02 Physics and Informatics
Training course	2
Semester of training	3
Number of class hours:	60
Lectures	18
Seminar classes	-
Practical classes	-
Laboratory classes	42
Form of current assessment (credit/differential credit/exam)	credit
Number of credits	3
Competencies to be formed	To solve the tasks of professional activity based on the use of information and communication technologies; to 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 content of the academic discipline:	
The course "Computer Graphics and Multimedia" is focused on studying the basic concepts of computer graphics and mastering technologies for processing graphic information and working with multimedia.	