Academic discipline:
"Mathematical and algorithmic fundamentals of computer graphics"

Code and name of specialty	1-02 05 01 Mathematics and computer science
Training course	3
Semester of training	6
Number of class hours	58
Lectures	34
Seminar classes	-
Practical classes	-
Laboratory classes	24
Form of current assessment (credit/differential credit/exam)	Exam
Number of credits	3
Competencies to be formed	To apply computer graphics algorithms in software development to create three-dimensional images
Summary of the content of the academic discipline:	
"Mathematical and algorithmic fundamentals of computer graphics" is an academic discipline that contains the following sections: a general introduction to computer graphics; mathematical aspects of two–dimensional machine graphics; geometric transformations; representation of geometric information; algorithms for rasterization of segments, circles, ellipses; projection of spatial scenes.	