

Course

CGI - Computer Generated Imagery

Version: 2 | Last Change: 27.09.2019 22:55 | Draft: 0 | Status: vom verantwortlichen Dozent freigegeben

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General information

|                      |                                                           |
|----------------------|-----------------------------------------------------------|
| Long name            | Computer Generated Imagery                                |
| Approving CModule    | <a href="#">CGI_BaMT</a>                                  |
| Responsible          | Prof. Dr.-Ing. Arnulph Fuhrmann<br>Professor Fakultät IME |
| Level                | Bachelor                                                  |
| Semester in the year | winter semester                                           |
| Duration             | Semester                                                  |
| Hours in self-study  | 60                                                        |
| ECTS                 | 5                                                         |
| Professors           | Prof. Dr.-Ing. Arnulph Fuhrmann<br>Professor Fakultät IME |
| Requirements         | Computer Graphics, Linear Algebra                         |
| Language             | German and English                                        |
| Separate final exam  | Yes                                                       |

Final exam

Details

Development and communication of a creative work on a given topic in the field of CGI. The work created is presented and critically discussed in the group.

For the grade, the technical aspects are evaluated (complexity of the model, quality of the modeling, realistic materials, illumination). On the other hand it is necessary to show that the given topic has been taken up appropriately, that the lighting mood is consistent, that the environment fits and that rules for composition have been applied.

Minimum standard

The complexity of the model, the modelling and the materials used must be of a minimum quality and the relationship to the topic must be recognisable.

**Exam Type**

Development and communication of a creative work on a given topic in the field of CGI. The work created is presented and critically discussed in the group.

For the grade, the technical aspects are evaluated (complexity of the model, quality of the modeling, realistic materials, illumination). On the other hand it is necessary to show that the given topic has been taken up appropriately, that the lighting mood is consistent, that the environment fits and that rules for composition have been applied.

^ Lecture / Exercises

**Learning goals**

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**Knowledge**

- Theoretical foundations of CGI
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**Skills**

- Using software to create CGI
- Modeling of 3D objects
- Creating textures
- Definition of materials
- Illumination of 3D scenes

**Expenditure classroom teaching**

| Type                      | Attendance (h/Wk.) |
|---------------------------|--------------------|
| Lecture                   | 1                  |
| Exercises (whole course)  | 2                  |
| Exercises (shared course) | 0                  |
| Tutorial (voluntary)      | 0                  |

**Separate exam**

none

^ Project

Learning goals

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Skills

Independent creation of creative works in the field of CGI.

Expenditure classroom teaching

| Type                 | Attendance (h/Wk.) |
|----------------------|--------------------|
| Project              | 2                  |
| Tutorial (voluntary) | 0                  |

Separate exam

none