

DISCIPLINE DESCRIPTION
"Fundamentals of Computer Graphics"

1	Specialized module	Fundamentals of Computer Graphics
2	Specialty	1-28 01 02; E-marketing
3	Course of Study	1
4	Semester	2
5	Credit units	3
6	Degree, title, full name of lecturers	Senior Lecturer Bondarenko A.
7	Objectives	Acknowledgment with the modern methods of creating computer graphics and the development of skills in their application. Acquisition of the necessary knowledge and development of skills while working with raster and vector graphics.
8	Prerequisites	Colour models, types of computer graphics
9	Syllabus	Theoretical foundations of computer graphics, understanding the basic color models, practical mastering of raster and vector graphics for the implementation of various projects. As a result of studying the discipline, students should: <i>know</i> : - the basics of computer graphics; - hardware and software used in computer graphics; - basic color models used in computer graphics; - the main types of computer graphics (raster and vector graphics); <i>be able to</i> : - develop own projects using computer graphics; - choose an instrumental environment for the graphical objects presentation; - transform image elements using a vector graphics editor; - use the capabilities of graphics editor; - create, edit and design various graphic materials using application programs
10	References	1. Бересков, А.В. Шикин, Е.В. Компьютерная графика. М.: Юрайт, 2016. 2. Порев В.Н. Компьютерная графика. –СПб.: БХВ-Петербург, 2002. 3. Корриган Дж. Компьютерная графика: секреты и решения (пер. с англ.). – М., Энтроп, 2005.
11	Teaching Methods	Explanatory-illustrative, reproductive, partial-research, comparative, problematic, dialogue-heuristic, research, generalizing, analytical.
12	Tuition Language	Russian