

SYLLABUS

Programming for computer graphic artists 7.5 credits M0002E

Programmering för datorgrafiker

Course syllabus admitted: Spring 2018 Sp 3 - Present

**DECISION DATE
2017-02-15**

Programming for computer graphic artists 7.5 credits M0002E

Programmering för datorgrafiker

First cycle, M0002E

Education level	Grade scale	Subject	Subject group (SCB)
First cycle	G U 3 4 5	Medieteknik	Computer Technology

Entry requirements

In order to meet the general entry requirements for first cycle studies you must have successfully completed upper secondary education and documented skills in English language

Selection

The selection is based on final school grades or Swedish Scholastic Aptitude Test.

Examiner

Johannes Hirche

Course Aim

The course aims to develop students' practical ability to construct accurate and well-structured program/ script in production tools for film and games. This course will also provide basic general knowledge of programming languages and an understanding of problem solving through programming.

Contents

An understanding of basic programming (variables , selection , iteration , functions). Introduction to scripting in production tools (eg Maya and Nuke) and associated scripting language including design of tools and interfaces. The course includes implementation tasks in which students independently construct programs/scripts in modern production tools (eg Maya and Nuke) and design and implement tools and interfaces.

Realization

Each course occasion's language and form is stated and appear on the course page on Luleå University of Technology's website.

The course consists of theoretical lectures and laboratory work.

Examination

If there is a decision on special educational support, in accordance with the Guideline Student's rights and obligations at Luleå University of Technology, an adapted or alternative form of examination can be provided.

Continuous examination of mandatory assignments. The examination also includes presentations, written and practical tests.

Literature. Valid from Autumn 2012 Sp 1

Maya Python for Games and Film: A Complete Reference for Maya Python and the Maya Python API, ISBN-13: 978-0123785787

Samt utdelat material.

Course offered by

Department of Computer Science, Electrical and Space Engineering

Items/credits

Number	Type	Credits	Grade
0003	Assignment report 3	1.5	G U 3 4 5
0004	Assignment report 4	1.5	G U 3 4 5
0006	Assignment report 1	1	G U 3 4 5
0007	Assignment report 2	1	G U 3 4 5
0008	Assignment report 5	2.5	G U 3 4 5

Study guidance

Study guidance for the course is to be found in our learning platform Canvas before the course starts. Students applying for single subject courses get more information in the Welcome letter. You will find the learning platform via My LTU.

Last revised

by Jonny Johansson, HUL SRT 2017-02-15

Syllabus established

by Jonny Johansson, HUL SRT 2012-02-15