

**SYLLABUS**

# **Project in Computer Graphics 7.5 credits W0017E**

**Projekt i datorgrafik**

**Course syllabus admitted: Spring 2023 Sp 3 - Present**

**DECISION DATE  
2022-02-14**

# Project in Computer Graphics 7.5 credits W0017E

## Projekt i datorgrafik

### First cycle, W0017E

Education level	Grade scale	Subject	Subject group (SCB)
First cycle	U G#	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 and courses corresponding with W0012E - Introduction to Computer Graphics 15 credits, W0013E - Design processes and methods for Computer Graphics 15 credits, W0014E - 3D modelling and rendering 15 credits, W0015E - Compositing 15 credits, W0022E - Visual Effects 15 credits, W0025E - Computer Graphics Production for Animation 15 hp and W0023E - 3D Graphics for Computer Games 15 credits.

## Selection

The selection is based on 1-165 credits.

## Examiner

Arash Källmark

## Course Aim

After course completion the student should be able to:

1. Within a given time frame, plan and carry out a given design project in groups.
2. Actively participate and collaborate as a project member under production-like conditions.
3. Plan, motivate and report their own work in relation to the group's and production needs.

## Contents

The students apply the knowledge and skills they have acquired during previous courses in a design project with given technical and narrative frameworks.

The focus of the course is the production process:

- Pre-production involves idea work, preliminary investigations and production planning.
- Production involves the implementation of production planning as well as regular reconciliations of the project's progress and the group's dynamics.
- Post production means archiving and reflection of the project.

## 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 is carried out in groups where the group must carry out a defined design assignment within the project's resource framework. The work is carried out under production-like conditions and you are expected to participate actively throughout the project.

The work to be carried out is broken down into sub-tasks that are distributed at production meetings. Project tools are used for planning and follow-up of the work. In this way, each participant receives their own measurable result which is examined.

Sub-results are delivered regularly and the progress of the project is discussed regularly in seminar form.

## 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.

The examination is based on:

- Active participation in group work - participation in production meetings and in the workplace.
- Assignments and associated presentations.
- Project tool documentation of the student's contribution to the group's results.

## Literature. Valid from Spring 2023 Sp 3

Distributed material.

## Course offered by

Department of Computer Science, Electrical and Space Engineering

## Modules

Code	Description	Grade scale	Cr	Status	From period	Title
0001	Pre-production	U G#	1.5	Mandatory	S23	
0002	Production	U G#	4.5	Mandatory	S23	
0003	Post-production	U G#	1.5	Mandatory	S23	

## 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.

## Syllabus established

by Jonny Johansson, HUL SRT 2022-02-14