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| FACULTY: | **Faculty of Mechanical Engineering**  Department of Biomedical Engineering |
| FIELD OF STUDY: | **Biomedical Engineering** |
| ERASMUS COORDINATOR OF THE FACULTY: | Igor Maciejewski, DSc, PhD |
| E-MAIL ADDRESS OF THE COORDINATOR: | igor.maciejewski@tu.koszalin.pl |
| COURSE TITLE: | **Computer Graphics** |
| LECTURER’S NAME: | Remigiusz Knitter, MSc. Eng. |
| E-MAIL ADDRESS OF THE LECTURER: | remigiusz.knitter@tu.koszalin.pl |
| ECTS POINTS FOR THE COURSE: | 3 |
| ACADEMIC YEAR: | 2021/2022 |
| SEMESTER:  (W – winter, S – summer) | W |
| HOURS IN SEMESTER: | 30 |
| LEVEL OF THE COURSE:  (1st cycle, 2nd cycle, 3rd cycle) | 1st cycle |
| TEACHING METHOD:  (lecture, laboratory, group tutorials, seminar, other-what type?) | Lectures (15h) + Classes (15h) |
| LANGUAGE OF INSTRUCTION: | English |
| ASSESSMENT METOD:  (written exam, oral exam, class test, written reports, project work, presentation, continuous assessment, other – what type?) | project work |
| COURSE CONTENT: | During the course, the student acquires basic information about raster and vector digital images: methods of acquiring images, learning devices for acquiring real images, methods and algorithms, methods of processing images as digital signals, methods of converting digital images. Program content: color spaces, image storage formats, classic image processing methods, context-free and contextual transformations, basic binarization algorithms, image normalization, basics of mathematical morphology, morphological transformations, segmentation. indexation of the basics of media psychology, animation and virtual reality, basics of three-dimensional graphics. |
| ADDITIONAL INFORMATION: |  |