

Or ... the mathematics of computer graphics ...

Course Overview

This course will provide you with a thorough grounding in the fundamentals of computer graphics; covering the mathematical concepts employed in computer graphics and how they are employed in the algorithms associated with modelling, rendering and animation. It will show how trigonometry, geometry, algebra and vector analysis have a one-to-one relationship with image manipulation in 2D and 3D.

When, Where and How Much?

Your creative retreat will take place on 7-8 January 2011 (in Bournemouth). This will be followed by seven weeks of online supported tuition.

If you so wish you will have the option of working towards an academic assignment and on successful completion of this you will gain 20 Masters level credits. If you go on to participate in and pass more of our courses you can build your own tailored postgraduate qualification, accruing credit towards a PG Cert (3 courses), a PG Dip (6 courses) and a Masters (8 courses). Strengthen your CV and widen your skills base at the same time!

The cost of this course is £800. For information on available discounts, please visit our website.

Course Delivery

This course will be delivered by Professor John Vince. John has edited and authored over 30 books on many aspects of computer graphics and was awarded a DSc by Brunel University in recognition of his work in this area. Prior to joining BU, he was Chief Scientist at Thomson Training & Simulation where his research work involved him in real-time computer graphics systems for military and commercial flight simulators. In 1994 he co-founded the Virtual Reality Society and the Virtual Reality Journal, where he remains Co-Editor in Chief.

Of the course, John says *"even if you find mathematics difficult, don't worry - this course will show you that some very simple mathematical ideas are behind the most exciting computer animation and computer games."*

Additional Entry Requirements

This course is open to media professionals with an undergraduate degree and the required work experience in a relevant industry (normally a minimum of two years); and to non-graduates with significant and relevant work experience (normally ten years) who can demonstrate an ability to both complete and benefit from the course.

Good knowledge of algebra, geometry and trigonometry is required.

Further Details

Full details of how to apply and the relevant application form are available at www.bournemouth.ac.uk/mixtape.

If you would like to contact us to find out more, please give us a call on 01202 965646 or drop us an e-mail at mixtape@bournemouth.ac.uk