



załącznik do Regulaminu programu „visiting profesor”

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|--------------------------------|------------------------------------------------|--------------------------------------|-----------------|----------------------------------------|---------------------|--|
| Code of the course | 4606-VP-ES-00023 | Name of the course | Polish | Zaawansowana geometria w informatyce | | |
| | | | English | Advanced Geometry for Computer Science | | |
| Type of the course | Specialty subject | | | | | |
| Course coordinator | Przemyslaw Musialski | | Course teacher | Przemyslaw Musialski | | |
| Implementing unit | Faculty of Mathematics and Information Science | Scientific discipline / disciplines* | | | | |
| Level of education | Doctoral studies | Semester | spring | | | |
| Language of the course | English | | | | | |
| Type of assessment | Exam | Number of hours in a semester | 30 | ECTS credits | 2 | |
| Minimum number of participants | 12 | Maximum number of participants | 60 | Available for students (BSc, MSc) | Yes/No MSc - Yes | |
| Type of classes | Lecture | Auditory classes | Project classes | Laboratory | Seminar | |
| Number of hours | in a week | | | | | |
| | in a semester | 30 | | | | |

* does not apply to the Researcher's Workshop

1. Prerequisites

Basic knowledge of algebra. Undergraduate course in this topics is prerequisite. Recap will be provided.

2. Course objectives

The course provides basic principles in different areas of geometry, which are important for applications in computer science such as computer graphics, computer vision and image processing, CAD-engineering, computer animation, and geometric design.

3. Course content (separate for each type of classes)

Lecture

Areas that are covered are: 1. Elementary Analytic Geometry 2. Projective Geometry (homogeneous coordinates, projective transformations, quadrics) 3. Differential Geometry (curve theory, geometry on surfaces, curvature theory of surfaces, numerical aspects)

4. Learning outcomes

| Type of learning outcomes | Learning outcomes description | Reference to the learning outcomes of the WUT DS | Learning outcomes verification methods* |
|---------------------------|-------------------------------|--------------------------------------------------|-----------------------------------------|
| | Knowledge | | |



| | | | |
|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|------|
| K01 | The student knows modern methods of advanced geometry used in computer graphics. | SD_W2 | exam |
| K02 | The student knows and understands the main development trends in computer graphics. | SD_W3 | exam |
| Skills | | | |
| S01 | The student is able to critically analyze and evaluate the results of scientific research in the field of geometry and computer graphics, in particular assess the usefulness and possibility of using the results of theoretical work in practice. | SD_U2 | exam |
| S02 | The student is able to communicate on specialist topics related to geometry and computer graphics to a degree that allows active participation in the national and international scientific community. | SD_U4 | exam |
| Social competences | | | |
| SC01 | The student recognizes the importance of knowledge and scientific achievements in solving cognitive and practical problems. | SD_K2 | exam |

*Allowed learning outcomes verification methods: exam; oral exam; oral test; project evaluation; report evaluation; presentation evaluation; active participation during classes; homework; tests

5. Assessment criteria

At the end of the course there will be an individual written exam (test), based on the lectures and the homework exercises. Grades: >50% - 3.0; >60% - 3.5; >70% - 4.0; >80% - 4.5; >90% - 5.0

6. Literature

Primary references:

- [1] Gilbert Strang, Linear Algebra And Its Applications, 4Ed Paperback – 17 Nov. 2005
- [2] Guide to Computational Geometry Processing: Foundations, Algorithms, and Methods 2012th Edition by J. Andreas Bærentzen (Author), Jens Gravesen (Author), François Anton (Author), Henrik Aanæs, Springer
- [3] Polygon Mesh Processing, by Mario Botsch (Author), Leif Kobbelt (Author), Mark Pauly (Author), Pierre Alliez (Author), Bruno Levy

Secondary references:

- [1] Curves and Surfaces for CAGD, A Practical Guide, 5th edition, by Gerald Farin, Published by Morgan-Kaufmann, Published 2002, 499 pages, ISBN 1-55860-737-4
- [2] Computational Line Geometry 2001st Edition, by Helmut Pottmann (Author), Johannes Wallner (Author)

7. PhD student's workload necessary to achieve the learning outcomes**

| No. | Description | Number of hours |
|-----|------------------------------------------------------------------------------------------------------------------|-----------------|
| 1 | Hours of scheduled instruction given by the academic teacher in the classroom | 30 |
| 2 | Hours of consultations with the academic teacher, exams, tests, etc. | 5 |
| 3 | Amount of time devoted to the preparation for classes, preparation of presentations, reports, projects, homework | |
| 4 | Amount of time devoted to the preparation for exams, test, assessments | 25 |



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|------------------------------|-----------|
| Total number of hours | 60 |
| ECTS credits | 2 |

** 1 ECTS = 25-30 hours of the PhD students work (2 ECTS = 60 hours; 4 ECTS = 110 hours, etc.)

| 8. Additional information | |
|----------------------------------------------------------------------------------------|---|
| Number of ECTS credits for classes requiring direct participation of academic teachers | 1 |
| Number of ECTS credits earned by a student in a practical course | 1 |