Module name	**Literature Studies in Computer Graphics and Visualisation**
Module number	CMS-SEM-CGV
Senior Lecturer	Prof. Dr. Stefan Gumhold
Qualification objectives	Students can independently develop and critically analyse a computer graphics and visualisation problem using scientific publications. You can present this knowledge in English in an understandable way and respond to queries.
Contents	The module includes concepts, methods and current themes of computer graphics and visualisation, in particular changing priorities such as machine learning for computer graphics, human models in computer graphics and reconstruction of 3D scenes.
Forms of teaching and learning	The module includes seminars of 2 SWS and self-study. The language of the seminars will be English.
Eligibility for participation	Knowledge of computer graphics and visualisation at bachelor's level is required.
Usability	In the Masters Course Computational Modeling and Simulation, the module is a compulsory optional module of basic scientific methodological training, to be chosen in accordance with Annex 1 to the Specific Examination Regulations. The module cannot be chosen in the Master's Course Computational Modeling and Simulation if this or a module with substantially the same content from a Course with which the entry conditions under § 3 of the Studienordnung have been met has already been completed. The module provides the pre-requisites for the modules it designates under the pre-requisites for participation.
Conditions for the award of credits	Credits are awarded when the module test is passed. The module test consists of a complex performance of 50 hours. The language of the test will be English.
Credits and marks	The module allows for 3 credit points. The module score corresponds to the test performance score.
Frequency of the module	The module is offered every summer semester.
Workload	The total workload is 90 hours.
Duration of the module	The module covers 1 semester.