Course guides
804231 - MAT2VJ - Mathematics II

Unit in charge: Image Processing and Multimedia Technology Centre
Teaching unit: 804 - CITM - Image Processing and Multimedia Technology Centre.
Degree: BACHELOR'S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT (Syllabus 2014). (Compulsory subject).

Academic year: 2021  ECTS Credits: 6.0  Languages: Catalan, English

LECTURER

Coordinating lecturer: Angulo Bahon, Cecilio
Others: Cayero Becerra, Julián Francisco

DEGREE COMPETENCES TO WHICH THE SUBJECT CONTRIBUTES

General:
CGFB1VJ. Solve mathematical problems that may arise in engineering. Apply knowledge of linear algebra; geometry; integral and differential calculus; numerical methods; statistics.

Transversal:
CT4. EFFECTIVE USE OF INFORMATION RESOURCES: Managing the acquisition, structuring, analysis and display of data and information in the chosen area of specialisation and critically assessing the results obtained.

07 AAT N2. SELF-DIRECTED LEARNING - Level 2: Completing set tasks based on the guidelines set by lecturers. Devoting the time needed to complete each task, including personal contributions and expanding on the recommended information sources.
04 COE N1. EFFICIENT ORAL AND WRITTEN COMMUNICATION - Level 1. Planning oral communication, answering questions properly and writing straightforward texts that are spelt correctly and are grammatically coherent.
CT5. FOREIGN LANGUAGE: Achieving a level of spoken and written proficiency in a foreign language, preferably English, that meets the needs of the profession and the labour market.

TEACHING METHODOLOGY

LEARNING OBJECTIVES OF THE SUBJECT

- Describe and manipulate 2D and 3D geometric objects. Points, lines and planes.
- Transform geometric objects by translations, rotations and symmetries.
- Projection of 3D objects on a plane.
- Build geometric elements and define trajectories of animations in a 3D space.
- Interpret the conical and cylindrical perspectives.
- Know and use tools for 3D graphical production.
- Use differential equations for problems model and resolution, in particular those related with physical simulation.
STUDY LOAD

<table>
<thead>
<tr>
<th>Type</th>
<th>Hours</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Guided activities</td>
<td>10.0</td>
<td>6.67</td>
</tr>
<tr>
<td>Hours medium group</td>
<td>16.0</td>
<td>10.67</td>
</tr>
<tr>
<td>Self study</td>
<td>90.0</td>
<td>60.00</td>
</tr>
<tr>
<td>Hours large group</td>
<td>34.0</td>
<td>22.67</td>
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</tbody>
</table>

Total learning time: 150 h

CONTENTS

Vectors. 2D and 3D Geometry

Description:
Matrices. Matrices and vector products in $\mathbb{R}^3$.
Determinants, inverse and adjoint matrices.

Related competencies:
CGFB1VJ. Solve mathematical problems that may arise in engineering. Apply knowledge of linear algebra; geometry; integral and differential calculus; numerical methods; statistics.

Full-or-part-time: 6h
Practical classes: 2h
Self study: 4h

Differential calculus with several variables.

Description:
Functions in several variables. 2D objects given by contour lines. 3D objects given by level surfaces.
Functions in several variables with vectorial values. Parameterized surfaces.
Coordinate systems.

Full-or-part-time: 8h
Theory classes: 4h
Practical classes: 4h

Geometric transformations in 2D and 3D.

Description:
Linear transformations.
Scale transformations.
Orthogonal matrices. Orientation
Rotations. Derivation of the rotation matrix. Euler’s theorem.

Full-or-part-time: 48h
Theory classes: 10h
Practical classes: 6h
Guided activities: 2h
Self study: 30h
Geometry for lighting and shading.

Description:
Blinn-Phong lighting model.
Normal vector to a surface.

Full-or-part-time: 14h
Theory classes: 4h
Practical classes: 2h
Self study: 8h

Interpolation (I)

Description:
Interpolation between two points.
Weighted means and affine combinations.
Three points Interpolations. Barycentric coordinate system.

Full-or-part-time: 18h
Theory classes: 8h
Practical classes: 2h
Guided activities: 2h
Self study: 6h

Interpolation (II): Bézier curves, B-Splines, NURBS.

Description:
Bézier curves.
Particular case of Bézier curves for degree 3.
Method of De Casteljau.
Recursive subdivision.

Full-or-part-time: 16h
Theory classes: 6h
Practical classes: 2h
Guided activities: 2h
Self study: 6h

Ray-Tracing, Intersections.

Description:
Basic Ray-Tracing
Intersection with rays.

Full-or-part-time: 14h
Theory classes: 4h
Practical classes: 2h
Guided activities: 2h
Self study: 6h
GRADING SYSTEM

The final qualification will be calculated from the different evaluation items:

- Virtual class exercises: 10%
- Laboratory exercises (4): 30%
- Project: 15%
- Partial exam: 15%
- Final Exam: 30%

If the pass mark is not obtained, there is the possibility of a reevaluation exam. The qualification of this examen will substitute those of the partial and final exams (45% of the final qualification). The maximum mark to be obtained in the reevaluation is 5.

EXAMINATION RULES.

All the activities and deliveries will be mandatory, if not completed they will be graded 0.

BIBLIOGRAPHY

Basic: