

## Elective Course Description Winter Term 2024/2025

<b>Title</b>	Introduction to Shader Programming				
<b>Cluster Title PO 2014</b> To be filed by focus managers S.U.					
<b>Date of first course event / first organizational meeting with students****/ Room</b>	MO 28.10.25 17:00		Tbc F17/105		NN
<b>kind of room if not indicated above</b>	Online		Seminarraum		Labor

Belegung über OBS  
30.09. - 07.10.2024 14:00

<b>Course Data</b>	credit points	5 credit points			
	workload/semester	125-150 h			
	presence/week on average**	4 SWS			
	Group size according to cnw				
	Min. size	8 students			
	14.10.24 – 7.2.25				
		<b>weekday of course</b>			
	frequency of course-events	weekly	<input checked="" type="checkbox"/>	bi-weekly	<input type="checkbox"/>
	prospective timeframe**** (Block = 90 min)	Block 1 8:30	<input type="checkbox"/>	Block 2 10:15	<input type="checkbox"/>
		Block 4 14:15	<input type="checkbox"/>	Block 5 16:00	<input checked="" type="checkbox"/>
			<input type="checkbox"/>	Block 6 17:45	<input checked="" type="checkbox"/>
	course language	English		German	
	suitable for students of course/focus	ER		AG	
		IMD		MP	
		SMP		IW (BA)	
		OJ/WJ/OK		KMI	
Content(s): (check one or more)	Design	<input checked="" type="checkbox"/>	Informatics / Technology	<input checked="" type="checkbox"/>	Economy / Business
		<input type="checkbox"/>		<input type="checkbox"/>	Culture
Time frame in case of blocked event	17:00 – 20:00				

### Course Portrait

Lecturer(s) Name(s)	Hauke Thießen				
Lecturer(s) email	<a href="mailto:hauke-thiessen@gmx.de">hauke-thiessen@gmx.de</a>				
Contact Prof. @ fbmd	<a href="mailto:Stephan.Jacob@h-da.de">Stephan.Jacob@h-da.de</a>				
Teaching Method	lecture	<input type="checkbox"/>	lecture + seminar	<input type="checkbox"/>	seminar
		<input type="checkbox"/>		<input checked="" type="checkbox"/>	project
Course Contents	<p>This module covers everything you need to get started writing shaders. You'll learn how to combine simple algorithms to create complex patterns, trippy visuals and even fully shaded 3D scenes, as well as best practices for image quality and performance.</p> <p>Examples and exercises will use GLSL, but the focus will be on learning general principles that apply to any shading language or material authoring software.</p>				
Type of Exam	homework	<input type="checkbox"/>	work+presentation	<input type="checkbox"/>	paper
Milestones if known					

		Examination
		Examination / Presentation
End of Elective		
Suitability	beginner course intermediate course advanced course	
Preconditions		
Info about lecturer (especially if guest)	Hauke studied at the HDM Stuttgart and completed an internship at King Art Games. After his studies, he was a CG artist at Züblin and Milkroom and finally ended up at Limbic in Hesse, where he has been a technical artist since 2019 and is responsible for tool development and shader programming in Park Beyond, the new tycoon game from Bandai Namco.	
Other information		

\* According to our examination law, the course titles have to be matched to a given catalogue with common course titles. This title will appear in the Transcript of Record and the Bachelor Certificate. Field has to be filed by Focus Managers, all clusters can be found below

\*\* The official presence-time is 3 SWS for the whole semester. As the elective period is condensed to 12 weeks instead of 16 weeks, the presence time for the electives is 4 SWS.

\*\*\* Courses and focal points: er = Expanded Realities , oj = Online Journalismus; wj =

Wissenschaftsjournalismus, blank field = please insert appropriate course. (check as many as apply)

\*\*\*\* Block 1 = 8.30 - 10.00 Uhr, Block 2 = 10.15 - 11:45 Uhr, Block 3 = 12.00 - 13.30 Uhr, Block 4 = 14.15 - 15.45 Uhr, Block 5 = 16.00 - 17.30 Uhr, Block 6 = 17.45 - 19.15 Uhr

\*\*\*\*\* In case that the course does not start in the first week 15.10.2018 there has to be a first organisational meeting to finalize the application process

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Christmas 23. Dez. 2024 bis 10. Jan. 2025#qxh#r#kh#kruw#hp hvwu#khu#p ljkw#h#rp h#d{ehd#fwulj#  
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Please upload in Moodle Course!

to be filed by lecturer

to be filed by focus manager

An die Schwerpunktleiter: Bitte auch die Folgeseite beachten.