



<b>Name of subject</b>	Rudiments of 3D modelling and animation
<b>Entity running the module</b>	The Faculty of Graphic Arts and Media Art, Department of Media Art
<b>Entity for which the module has been prepared</b>	Department of Media Art
<b>Module type</b>	Basic module, compulsory module in the field of Media Art
<b>Year of study/ semester; mode of attendance</b>	Year 1 - semester 2 First level full-time studies
<b>ECTS credits</b>	4
<b>Module organizer</b>	dr hab. Marek Grzyb
<b>Academic aims</b>	Classes within the module: Rudiments of 3D modelling and animation constitute a part of training in the field of Media Art. On the elementary level, semester 2 - the academic aim is to identify media phenomena in art with special emphasis on 3D graphics and animation. Identification of the areas of 3D graphics application. Ability to consciously apply the procedures of 3D software to correct modelling of 3D objects.
<b>Module prerequisites</b>	An introductory module - 3D graphics and animation. Basic digital imaging skills
<b>Learning outcomes with respect to:</b>	
<b>- knowledge</b>	Students acquire knowledge of the areas of 3D graphics application. They acquire knowledge of various methods of working with the use of 3D software. Special emphasis is placed on 3D object modelling.
<b>- skills</b>	Students have basic skills in using 3D software (3DS MAX). They acquire basic skills in 3D object modelling. They can expand their knowledge of 3D graphics using Internet fora, web sites concerning 3D graphics, tutorials.
<b>- personal and social competence</b>	Students acquire competences in the area of Media Art concerning the comprehension of the specificity of 3D animation and modelling as well as team work skills.
<b>Module content</b>	Elementary level: 1) Methods and creative ways of developing 3D objects 2) Methods of developing 3D materials and methods of 3D mapping 3) Light - its role and types of lighting in 3D graphics 4) Forms and types of rendering
<b>Module form and number of module hours</b>	Lectures and demonstrations, presentations, workshops, individual corrections, consultations concerning projects - 45 hours
<b>Assessment methods and criteria</b>	40% task performance / active participation in classes / project execution / work-in-progress reviews 60% open work review
<b>Assessment type</b>	Graded pass
<b>Literature</b>	Source literature: "3ds Max 2010. Biblia"- Kelly L. Murdock Wydawnictwo Helion , Maj 2010 "Sztuka animacji. Od ołówka do piksela. Historia filmu animowanego" - Jerry Beck Arkady , 2006 "Projektowanie dla nowych mediów"-Tricia Austin, Richard Doust "Best of 3D Graphics" Rockport Publishers , Czerwiec 2003 "3ds Max 2010. Animacja 3D od podstaw" Joanna Pasek Wydawnictwo Helion
<b>Notes</b>	none
<b>Language of instruction</b>	Polish language, it is possible to communicate in English too