

| Course name                                   | Computer Assisted 3D Design  |
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| Entity running the course                     | Faculty of Interior Architecture and Design  |
| Entity for which the course has been prepared | Department of Stage Design   |
| Course type                                   | core / compulsory course   |
| Year of study / semester, type of studies     | year IV / sem. VII and VIII; advanced level, full-time master's degree studies   |
| ECTS credits                                  | 2 pts ECTS per semester  |
| Academic tutor                                | ass. prof. Witold Owczarek   |
| Aim of the course                             | Aim of this course is to familiarize students with advanced knowledge about possibilities of creating one's own toolkit based on digital techniques, which is a preparation to practical activities in the area of graphic project visualization. Skillful use of composition, colour, textures and forms etc. in order to create readable and visually appealing visuals. Creating basic 3D images. |
| Prerequisites                                 | - complete knowledge of computer graphic software  |
|   | - creativity, manual skills, creative observation skills, ability of making use of outside sources of information and documentation, in order to prepare projects and project documentation as well as technical documentation   |
|   | - basic knowledge in the area of art history and culture, history of theatre and design  |
|   | - skillful use of computer and internet resources, graphic software and computer tools   |

**Learning outcomes:** 

### - knowledge

Extended knowledge in the area of techniques and technologies of 2D and 3D graphic design software; student knows and can recognize and choose basic electronic tools suitable for specific project. Knowledge of design possibilities in CorelDraw, Adobe Photoshop, 3DMax, Rhinoceros. Student can select suitable tools of artistic expression in design. Has extended knowledge in the area of composition, typography, colour theory. Student has complete knowledge about preparing project documentation for scenography. Can prepare and present project using digital media.

### - skills

Student can use programs such as CorelDraw, Adobe Photoshop, 3DMax, Rhinoceros for digital printmaking. Can prepare a digital project for print and editing. Consciously uses digital tools for complex graphic projects. Can prepare project documentation in form of presentation boards and basic technical documentation. Can prepare a project for production using digital tools for print and management.

## personal and social competence

Can cooperate and work in team when working on stage design for film and theatre. Can use specialized language in the area of filming set and widely understood theatre stage.

#### **Course content**

Using programs such as CorelDraw, Adobe Photoshop, 3DMax, Rhinoceros. Preparing technical documentation, presentation boards. Making complex scenes, objects, developing knowledge about scene lightning and cameras in 3D programs. Rendering and mapping of 3D objects. Qualities of materials used. Transparency, reflection, texture. Aspects of digital image editing and preparing for print in various technologies. Creating multimedia presentations and using digital hardware for complete realization of stage design projects.

### Course form and number of course hours

Lectures, exercises, workshops, consultations (15 hours per semester).

# Assessment methods and criteria

25% executing assignments / active participation in classes / working reviews

75% open critique of works

### Assessment type

graded pass (winter semester), examination review (summer semester)

### Literature

Blater D. Roth S., Skanowanie i półtony w praktyce, Kraków 1995

H.P. Willberg, F. Forssman, "Pierwsza pomoc w typografii", Gdańsk 2006

Ambrowe G., Harris P., "Twórcze projektowanie" , Wydawnictwo naukowe PWN, Warszawa 2007

|               | Blender. Kompendium, Kamil Kuklo, Jarosław Kolmaga 2010                                     |
|---------------|---|
|               | Adobe Photoshop CS5/CS5 PL. Oficjalny podręcznik: Adobe Creative Team 2011                  |
|               | 3ds Max. Biblia Kelly I. Muldrock 2012  |
|               | Grafika wektorowa. Szkolenie podstawowe. Vonglitchka 2012                                   |
|               | Czasopisma: 2+3D, Computer Arts, Graphic, Media Polska, PSD<br>Photoshop,Communication Arts |
| Teaching aids | computer, scanner, tablet, projector, inkjet printer  |

Polish; communication in English possible

Language of instruction