Name of subject	3D animation and modelling
Entity running the module	The Faculty of Graphic Arts and Media Art, Department of Media Art
Entity for which the module has been prepared	Department of Media Art
Module type	Basic module, compulsory module in the field of Media Art
Year of study/ semester; mode of attendance	Year 2 - semester 4 First level full-time studies
ECTS credits	3
Module organizer	dr hab. Marek Grzyb
Academic aims	Classes within the module: 3D animation and modelling constitute a part of training in the field of Media Art. On the elementary level, semester 4 - 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.
Module prerequisites	An introductory module - 3D graphics and animation. Successful completion of the module: Rudiments of 3D modelling and animation
Learning outcomes with respect to:	
– knowledge	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.
– skills	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.
– personal and social competence	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.
Module content	Elementary level: 1) Methods and creative ways of 3D objects animation 2) Methods of developing 3D animated materials and methods of 3D mapping 3) Light - its role and types of lighting in 3D animation 4) Forms and types of rendering of 3D animation 5) Human figure animation – 3D animation
Module form and number of module hours	Lectures and demonstrations, presentations, workshops, individual corrections, projects consultations - 45 hours, 3 hours/week
Assessment methods and criteria	40% task performance / active participation in classes / project execution / work-in-progress reviews 60% open work review
Assessment type	Examination review
Literature	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
Notes	none
Language of instruction	Polish language, it is possible to communicate in English too