



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	The Faculty of Graphic Arts and Media Art, Department of Media Art
Module type	Basic module, compulsory module in the field of Media Art, speciality: Photography
Year of study/ semester; mode of attendance	Year 1 - semester 1 Second level full-time studies
ECTS credits	4
Module organizer	dr hab. Marek Grzyb, mgr Barnaba Mikułowski
Academic aims	Classes within the module: 3D animation and modelling constitute a part of training in the field of Media Art on an advanced level. The academic aim is to identify the media phenomena of our iconosphere with special emphasis on persuasion mechanisms and their interpretation by the student.
Module prerequisites	Completion of first level studies guaranteeing the acquisition of basic knowledge and skills in 3D animation and graphics.
Learning outcomes with respect to:	
– knowledge	Students acquire knowledge concerning the combining of various forms of artistic expression with 3D graphics and animation. They acquire knowledge of various methods of working with 3D software as well as the interpretation of the term: 3D hybrid graphics.
– skills	Students acquire knowledge concerning the combining and mixing of various forms of artistic expression with 3D graphics and animation. They acquire skills in formulating their own artistic idea and selecting proper means of expression based on 3D graphics and animation. Special emphasis is placed on achieving their original (individual) forms of artistic expression.
– personal and social competence	Students acquire competences in the area of Media Art concerning the comprehension of the specificity and role of 3D animation and graphics as well as team work skills.
Module content	The module content comprises the development of visual and audio-visual communication with precisely stated purposes and intentions, ensuing from an analysis of relations included in a triangle: artist - media - audience, by defining artistic, social, information and commercial objectives, defining the media, forms and tools, creative activity, and an analysis of persuasion mechanisms.
Module form and number of module hours	Individual corrections, consultations, demonstrations and presentations, workshops, team project execution; 60 hours/sem.
Assessment methods and criteria	25% task performance / active participation in classes / project execution / work-in-progress reviews 75% - open work review
Assessment type	Graded pass
Literature	Redakcja Piotr Zawojski Digitalne dotknięcia Szczecin 2010 Piotr Mańkowski Cyfrowe Marzenia Warszawa 2010 Marcia Kuperberg Guide to Computer Animation 2002 WRO Media Art Reader: Tom 1: "Od kina absolutnego do filmu przyszłości. Materiały z historii eksperymentu w sztuce ruchomego obrazu" WRO Art Center
Notes	none
Language of instruction	Polish language, English language