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| 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 |
| 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 |