Course name	**Computer Assisted 3D Design**
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 I / sem. I and II; basic 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 basic 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, texture and forms, etc. in order to build readable and visually appealing signs.
Prerequisites	- basic computer literacy according to secondary education standards - creativity, manual skills, creative observation skills, ability of making use of outside sources of inspiration and analysing them in order to expand one's knowledge

Learning outcomes:

- knowledge	Basic 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. Student has basic knowledge about design possibilities offered by graphic software and can choose accurate means of artistic expression in their artwork. Student has basic knowledge in

	the area of composition, typography, colour theory.
- skills	Student gains basic skills in the area of graphic software use, specifically about preparing a digital design. Can prepare a simple digital document for editing and printing.
- personal and social competence	Student has basic knowledge about cooperation and working in group while creating a project together.
Course content	Introduction to graphic software, learning about user interface, basic digital tools. Introduction to vector-based programs, raster and 3D as well as text editors.
	Basic ideas about preparing a design, using colour palettes, typographic signs. Basic digital image creation in raster programs. Preparing scenes, building simple objects, introduction to lightning and camera settings in 3D programs.
	Basic ideas in the area of digitall image editing (histogram, black/white point, tonal and colour correction, masks, layers). Colour ranges. Digital image resolution and printing. Image interpolation. Common mistakes in preparing materials using digital programs.
	Preparation for using different printing techniques. Software and hardware calibration. ICC profiles. Types of media used in digital printmaking and their properties.
Course form and number of course hours	Lectures, exercises, workshops, consultations (30 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	B l a t e r D. R o t h 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 l. Muldrock 2012
	Grafika wektorowa. Szkolenie podstawowe. Vonglitchka 2012
	Czasopisma: 2+3D, Computer Arts, Graphic, Media Polska, PSD Photoshop,Communication Arts
Teaching aids	computer, scanner, tablet, projector
Language of instruction	Polish; communication in English possible