



Course name	Computer Assisted Design
Entity running the course	Faculty of Interior Architecture and Design
Entity for which the course has been prepared	Department of Design
Course type	Obligatory / optional
Year of study / semester, type of studies	Year III, sem. V, full-time basic degree studies
ECTS credits	2 pts ECTS
Academic tutor	Ass. tutor Wojciech Wesolek
Aim of the course	Learning 3D Studio MAX
Prerequisites	Student must have basic computer literacy and ability to construct technical drawings and perspective sketches. Basic knowledge of edit poly modelling is necessary.
Learning outcomes:	
- knowledge	Advanced knowledge in the area of constructing geometric objects. Understanding of methodology of object modelling, both industrially manufactured and of organic origin. Student learns to consciously plan their work before getting to unwrap objects.
- skills	Student gains advanced skills in simple and complex object modelling, making objects that consist of geometry webs industrially produced and of organic origin. Can perform object mapping, and create realistic Vray rendered objects.

- personal and social competence

Course content

UVW unwrapping of artificial and organic objects. Realistic rendering using Vray. Vray – basics of rendering. Vray – realistic sun lightning. Vray – HDRI maps. Additional functions for advanced edit poly modelling.

Course form and number of course hours

Exercises, lectures, individual „master-apprentice” classes.

Assessment methods and criteria

50% active participation in classes / executing assignments / working reviews
50% examination

Assessment type

Examination

Literature

www.3d.pl - tutorials

Teaching aids

Language of instruction

Polish