



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 II / sem. III and IV; 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 extended 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. Ability to create basic 3D images.
Prerequisites	<ul style="list-style-type: none">- 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 - basic knowledge in the area of art history and culture - skillful use of computer and internet resources
Learning outcomes:	
- knowledge	Extended knowledge in the area of techniques and technologies of 2D and 3D graphic design software; student knows and can recognize and choose basic

	<p>electronic tools suitable for specific project. Basic knowledge of design possibilities in CorelDraw, Adobe Photoshop, 3DMax, Rhinoceros. Student can choose accurate means of artistic expression in their artwork. Student has basic knowledge in the area of composition, typography, colour theory.</p>
- skills	<p>Basic knowledge of using CorelDraw, Adobe Photoshop, 3DMax, Rhinoceros for preparing a project for print. Student can prepare a digital document for editing and digital printing. Consciously uses digital tools for preparing complex graphic designs. Can prepare project documentation such as presentation boards and basic technical documentation.</p>
- personal and social competence	<p>Student has basic knowledge about cooperation and working in group while creating a project together.</p>
Course content	<p>Ability to use CorelDraw, Adobe Photoshop, 3DMax, Rhinoceros on a basic level. Preparing technical documentation, presentation boards. Preparing complex scenes, building complex objects, extended knowledge about materials used in building and rendering 3D objects. Transparency, reflection, texture. Advanced questions in the area of digital image editing, preparing a document for digital print and introduction to preparing offset print. Introduction to knowledge about media in digital printmaking.</p>
Course form and number of course hours	<p>Lectures, exercises, workshops, consultations (30 hours per semester).</p>
Assessment methods and criteria	<p>25% executing assignments / active participation in classes / working reviews</p> <p>75% open critique of works</p>
Assessment type	<p>graded pass (winter semester), examination review (summer semester)</p>
Literature	<p>Blater D. Roth S., Skanowanie i półtony w praktyce, Kraków 1995</p> <p>H.P. Willberg, F. Forssman, „Pierwsza pomoc w typografii” , Gdańsk 2006</p> <p>Ambrowe G., Harris P., „Twórcze projektowanie” , Wydawnictwo naukowe PWN, Warszawa 2007</p> <p>Blender. Kompendium, Kamil Kukło, Jarosław Kolmaga 2010</p> <p>Adobe Photoshop CS5/CS5 PL. Oficjalny podręcznik: Adobe Creative Team 2011</p> <p>3ds Max. Biblia Kelly I. Muldrock 2012</p>

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