COURSE SYLLABUS
3D III Look Development, 9 credits

3D III Look Development, 9 högskolepoäng

Course Code:	T33K14	Education Cycle:	First-cycle level
Confirmed by:	Dean Feb 27, 2014	Disciplinary domain:	Technology (95%) and social sciences (5%)
Revised by:	Director of Education Jun 15, 2015		
Valid From:	Aug 1, 2015	Subject group:	TE9
Version:	2	Specialised in:	G1F
Reg number:	JTH 2016/02493		

Intended Learning Outcomes (ILO)

On completion of the course, the student should

Knowledge and understanding

- demonstrate knowledge about both digital and analogue lighting
- demonstrate knowledge about materials science, advanced shading networks and nodes
- demonstrate general knowledge about elements in rendering and render analysis

Skills and abilities

- demonstrate the ability to create realistic lighting for a model from a reference image
- demonstrate the ability to identify material properties and extract elements and to recreate them digitally
- demonstrate the ability to optimise rendering time
- demonstrate the ability to independently combine rendered elements into compositing software

Contents

The course is an artistic branch in 3D. This artistic direction includes methods, analysis and solution-oriented tasks.
The course contains the following elements:
- Modeling/sculpting
- Lighting
- Texturing
- Advanced shading network
- Slap comps

Type of instruction

Lectures
Workshops
Supervision

The teaching is conducted in English.

Prerequisites

General entry requirements and completion of the course Post production I, 6 credits (or the equivalent).

Examination and grades

The course is graded 5,4,3 or Fail.

Registration of examination:

Name of the Test	Value	Grading
Examination	9 credits	5/4/3/U

Course literature

The literature is preliminary until one month before the course starts.

Compendium handed out by the teacher and digital resources.