



COURSE SYLLABUS

3D I, 9 credits

3D I, 9 högskolepoäng

Course Code:	T3DG14	Education Cycle:	First-cycle level
Confirmed by:	Dean Feb 27, 2014	Disciplinary domain:	Technology (95%) and social sciences (5%)
Revised by:	Director of Education Apr 7, 2015	Subject group:	TE9
Valid From:	Aug 1, 2015	Specialised in:	G1N
Version:	2		
Reg number:	JTH 2015/1578		

Intended Learning Outcomes (ILO)

On completion of the course, the student should

Knowledge and understanding

- have knowledge of key concepts in 3D production
- demonstrate knowledge of basic work process in 3D production
- demonstrate an understanding of the key elements in the work process and methodology for 3D production

Skills and abilities

- demonstrate proficiency in applying basic techniques of 3D production (polygonal modeling, texturing, UV mapping, lighting, animation and rendering)
- demonstrate an ability to find, and with some help use, documentation and guides to solve the software-related user problems.

Contents

This is the first course of three dealing with photorealistic 3D from a theoretical and technical perspective. This course provides an overview of the basic operations, the work function and application of current software.

The course contains the following elements:

- Basic 3D theory
- Basic 3D techniques
- Workflow and process
- Work methodology and structure

Type of instruction

Lectures

Workshops

Supervision

The teaching is conducted in English.

Prerequisites

General entry requirements (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

Literature

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

Compendium handed out by the teacher, and digital resources.