



## COURSE SYLLABUS

### 3D I, 9 credits

3D I, 9 högskolepoäng

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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		

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### 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.