



Course syllabus

Faculty Board of Humanities and Social Sciences
School of Cultural Sciences

1BD203 Grundkurs i 3d grafik med 3ds Max, 15 högskolepoäng
Basic Course in 3D Graphics with 3ds Max, 15 credits

Subject Group
Media Production

Level of classification
First Level

Progression
G1N

Date of Ratification
Approved by Organisational Committee 2009-06-17

The course syllabus is valid from spring semester 2010

Prerequisites
General entry requirements.

Expected learning outcomes

By the end of the course the student is expected to have:

- Insight into three dimensional computer graphics with emphasis on creativity
- Knowledge about techniques and utilisation of three-dimensional graphics within advertising and media
- Had the opportunity to work artistically with 3ds Max and Photoshop, thus developing a more aesthetic/reflective method in the personal work
- Had the opportunity to participate in a digital process that takes you from idea to finished product

Content

The course includes the following elements:

- Elementary techniques and concepts in sketching and drawing
- Form exercises including image composition and color theory
- Graphic techniques and concepts in digital image processing such as image processing, sizing and file formats, colouring and optimization
- The bases of 3ds Max, commands and concepts such as modeling, material and structure, lighting and animation
- Laboratory work focusing on the interaction between various techniques and media in the hopes of reaching new solutions within the area of photography/3d techniques, sculpturing/digital 3d, illustration/3d etc.
- Post-work and post production in digital processing programs i.e. Photoshop
- The various fields of 3d graphics such as art, movie/television, media, industry, and advertising

Type of Instruction

Teaching may be in the form of web based lectures, practical implementation and seminars.

The language of instruction is Swedish.

Examination

The course is assessed with the grades Fail (U), Pass (G) or Pass with Distinction (VG).

In order to pass the course the student needs to meet the expected learning outcomes.

The course is assessed through written and/or practical assignments, individually and/or in groups. Regardless of the form of assessment, the individual achievements of a student are always assessed and graded. Further specification of the forms of assessment is provided in the study guide.

Students at Linnaeus University are entitled to have the course grade translated into the 7-step ECTS scale. A request to have the grades translated must be made to the teacher at the start of the course.

Course Evaluation

When the course has finished, an evaluation is compiled. The results are reported to the students and then archived according to the rules of the school.

Other

Expenses in connection to assignments etc are at prime cost.

Required Reading and Additional Study Material

Birn, Jenny. *Digital Lighting & Rendering*. New Riders, 2006, 416 p.

Sjögreen, Christian. *Photoshop CS4 : grundkurs*. Docendo, 2009, 152 p.

Mc Farland, Simon. *Master Visually 3ds Max 8*. Visual, 2006, 571 p.

Rydberg Fåhraeus, Eva. *Lär där du är*. Handbok och webbplats för distansstuderande.// Studentlitteratur, 2008.