



## 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

**Main field of study**  
Art Education

**Subject Group**  
Media Production

**Level of classification**  
First Level

**Progression**  
G1N

**Date of Ratification**  
Approved by the Board of the School of Cultural Sciences 2009-06-17  
Revised 2012-06-05

The course syllabus is valid from autumn semester 2012

**Prerequisites**  
General entry requirements.

### Objectives

By the end of the course the student is expected to be able to:

- plan and produce elementary three dimensional computer graphics based on creative/aesthetic creativity;
- explain and discuss techniques and utilisation of three dimensional graphic in advertisement and the media industry;
- implement experience from artistic approaches to 3ds Max and Photoshop and demonstrate an aesthetic/reflective work approach to personal creativity;
- apply and present experiences from participation 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 colouring theory
- Graphic techniques and concepts in digital image processing such as image processing, sizing and file formats, colouring and optimisation
- The bases of 3ds Max, commands and concepts such as modelling, 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.

## 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.

A resit is offered within six weeks (within the framework of regular terms) and the number of resits is limited to five (in accordance with the Higher Education Ordinance 6 chap. 21§).

## Course Evaluation

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

## Other

Students are required to pay for any additional expenses in connection to assignments etc.

## Required Reading and Additional Study Material

Birn, Jenny, *Digital lighting & rendering*, New Riders, latest edition

Murdock, *3ds Max Bible*, Wiley, latest edition

Rydberg Fåhraeus, Eva, *Lär där du är-Handbok och webbplats för distansstuderande och andra som lär på nätet*, Studentlitteratur, latest edition

Additional recommended reading:

Ravenna, Camilla & André, *Lär dig 3ds Max, Max Design 2013 grunder*, Jeppson Cad/Cae center