



Course syllabus

Faculty of Arts and Humanities

Department of Music and Art

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 2009-06-17

Revised 2017-06-01 by Faculty of Arts and Humanities. Revised literature.

The course syllabus is valid from spring semester 2018

Prerequisites

General entry requirements for university studies.

Objectives

After completing the course, the student should be able to:

- plan and produce basic three-dimensional computer graphics on the basis of creative/aesthetic creativity,
- explain and discuss techniques and applications of three-dimensional graphics in advertisement and the media industry,
- apply their experience from the course with an artistic approach with 3ds Max and Photoshop, and demonstrate a developed aesthetic/reflective approach to their own work,
- apply and account for experiences from practice in visualising an idea to a complete product/image in digital work processes.

Content

The course includes the following:

- basic techniques and concepts in drawing and sketching,
- form exercises in image composition and colour theory,
- graphic techniques and concepts in the digital image process, such as image editing, size and file format, colour management and optimisation,
- the basics of 3ds Max, including commands and concepts such as modelling, material, structure, lighting and animation,
- laboratory sessions focusing on a combination of various techniques and media, in which the student is expected to explore and discover unexpected solutions in the areas photography/3D technology, sculpturing/digital 3D, illustration/3D, etc.,
- follow-up and post-production with digital image-editing programs, for example Photoshop or the equivalent,
- the different areas of 3D graphics in art, film/TV, media, industry and advertisement.

All these parts, as well as seminars and the final presentation of selected assignments, are compulsory.

Type of Instruction

Teaching is delivered in the form of online lectures, seminars and practical applications.

Examination

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

In order to receive the grade of Pass, the student must achieve the objectives. Grading criteria for the grade of Pass with Distinction will be specified when the course starts. The course is examined through individual written and practical assignments. The performance of the individual student is assessed and examined. More details about the examination can be found in a study guide. For students who do not pass the first examinations, retake examinations are provided in accordance with local regulations at the university.

Course Evaluation

At the end of the course, a course evaluation is conducted. Results and analysis of the course evaluation are communicated to the students who have taken the course and the students who are taking the course when it is offered the next time. The evaluation is anonymous. The course evaluation is filed according to departmental regulations.

Other

Any costs in connection to assignments etc. are paid by the student.

Required Reading and Additional Study Material

Required Reading

Bowman Wissler, Virginia, *Illuminated Pixels, The why, what, and how of digital lighting*, Course technology, Cengage learning, the latest edition, 172 p.

Polygon, Rising, *Getting Started with General and Scanline Materials in 3ds Max 2017*, Createspace Independent Publishing Platform, the latest edition, 53 p.

Polygon, Rising, *Getting Started with Physical, Mental Ray, and Autodesk Materials in 3ds Max 2017*, Createspace Independent Publishing Platform, the latest edition, 30 p.

Univ, Purdue, Tickoo, Prof, Sham, *Autodesk 3ds Max 2017 for Beginners: A Tutorial Approach*, Cadcim Technologies, the latest edition, 352 p.