

# **Linnæus University**

Jnr: 2017/2915-3.1.2.2

## Course syllabus

Faculty of Technology

Department of Computer Science and Media Technology

1ME313 Digital Grafik 2, 7,5 högskolepoäng Digital Graphics 2, 7.5 credits

### Main field of study

Media Technology

### Subject Group

Media Production

#### Level of classification

First Level

#### Progression

G1F

#### Date of Ratification

Approved 2016-01-18

Revised 2017-05-11 by Faculty of Technology.

The course syllabus is valid from autumn semester 2017

#### Prerequisites

1ME312 Digital Graphics 1 or equivalent

## Objectives

Upon comletion of the course, the student is expected to be able to:

- demonstrate the ability to create models in a 3D-environment
- demonstrate the ability to work with lighting related to 3D-modeling
- demonstrate knowledge about materials and texturing 3D-models
- outline the difference between different methods of rendering
- show understanding how 3D can be used in different contexts

#### Content

Course content:

- modeling
- · materials and textures
- lighting
- rendering
- 3D graphics in different contexts

## Type of Instruction

The teaching consists of lectures, seminars, and laborations. Laborations are done independently or in group.

Evamination

#### L'Adminianon

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

The examination consists of submission on mandatory hand in assignments. These must be submitted by the due date. Publication of produced materials are presented in written reports and oral presentations.

## Course Evaluation

During the course or in close connection to the course, a course evaluation is to be carried out. The result and analysis of the course evaluation are to be communicated to the students who have taken the course and to the students who are to participate in the course the next time it is offered. The course evaluation is carried out anonymously. The compiled report will be filed at the Faculty.

## Required Reading and Additional Study Material

Required reading

Derakhshani, D., Introducing Autodesk Maya 2016: Autodesk Official Press. SIBEX. 624 pages.

Web based material. Pages 200.