



## Course syllabus

Faculty Board of Science and Engineering  
School of Engineering

2MT025 Datoranimering, 7,5 högskolepoäng  
Computer animation, 7.5 credits

**Main field of study**

Mechanical Engineering

**Subject Group**

Mechanical Engineering

**Level of classification**

First Level

**Progression**

G2F

**Date of Ratification**

Approved by the Board of the School of Engineering 2010-05-17

The course syllabus is valid from autumn semester 2010

**Prerequisites**

Basic Mathematics 1, Vector Geometry, Calculus 1, Physics-Mechanics, Mechanical Engineering – basic course, Advanced CAD in 3D, Machine Design M1, Machine Design M2, Solid Mechanics or equivalent.

### Expected learning outcomes

The purpose of this course is to give the students knowledge about:

- a computer animation program
- understanding of 3D-modelling
- animation technique
- an effective tool for presentation of product form and function

### Content

- advanced solid modelling
- component modeling, assemblies and drawings
- creation of products animation
- insight in element handling and lightening
- project in mechanical engineering

### Type of Instruction

The examination will be based on the result from the written and/or oral examinations, presentations and physical products.

## Examination

The course is assessed with the grades U,3,4 or 5.

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## Course Evaluation

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

## Required Reading and Additional Study Material

### **Reference literature**

Distributed material (copies)

Literature depending on which computer program will be used in the course