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|  **UNIVERSITY OF NIŠ** |
| **Course Unit Descriptor** | **Faculty**  | Faculty of Electronic Engineering |
| **GENERAL INFORMATION** |
| Study program  | Electronics and Microsystems |
| Study Module (if applicable) | Electronics |
| Course title | Character animation |
| Level of study | [ ] Bachelor [x]  Master’s [ ]  Doctoral |
| Type of course | [ ]  Obligatory [x]  Elective |
| Semester  |  [x]  Autumn [ ] Spring |
| Year of study  | 1 |
| Number of ECTS allocated | 6 |
| Name of lecturer/lecturers | Stojanović V. Nikola |
| Teaching mode |  [x] Lectures [ ] Group tutorials [ ]  Individual tutorials [x] Laboratory work [x]  Project work [ ]  Seminar [ ] Distance learning [ ]  Blended learning [ ]  Other |
| **PURPOSE AND OVERVIEW (max. 5 sentences)** |
| Presentation of modelling techniques for characters and skeletal systems in 3D animation. Description of character animation techniques. Recording and editing movements in 3D animation. |
| **SYLLABUS (brief outline and summary of topics, max. 10 sentences)** |
| Modelling of characters and skeletal systems. Making of controls. Character set. Character animation. Motion capture using Kinect. Introduction to programs for editing files with "captured motions" |
| **LANGUAGE OF INSTRUCTION** |
| [x] Serbian (complete course) [x]  English (complete course) [ ]  Other \_\_\_\_\_\_\_\_\_\_\_\_\_ (complete course)[ ] Serbian with English mentoring [ ] Serbian with other mentoring \_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| **ASSESSMENT METHODS AND CRITERIA** |
| **Pre exam duties** | **Points** | **Final exam** | **points** |
| **Activity during lectures** | **40** | **Written examination** |  |
| **Practical teaching** |  | **Oral examination** | **60** |
| **Teaching colloquia** |  | **OVERALL SUM** | **100** |
| **\*Final examination mark is formed in accordance with the Institutional documents** |