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|  **UNIVERSITY OF NIŠ** |
| **Course Unit Descriptor** | **Faculty**  | Faculty of Electronic Engineering |
| **GENERAL INFORMATION** |
| Study program  | Electrical Engineering and Computing |
| Study Module (if applicable) | Electronics - Multimedia Technologies |
| Course title | Animation I |
| Level of study | [x] Bachelor [ ]  Master’s [ ]  Doctoral |
| Type of course | [ ]  Obligatory [x]  Elective |
| Semester  |  [ ]  Autumn [x] Spring |
| Year of study  | 3 |
| Number of ECTS allocated | 6 |
| Name of lecturer/lecturers | Stojanović V. Nikola |
| Teaching mode |  [x] Lectures [ ] Group tutorials [ ]  Individual tutorials [x] Laboratory work [ ]  Project work [ ]  Seminar [ ] Distance learning [ ]  Blended learning [ ]  Other |
| **PURPOSE AND OVERVIEW (max. 5 sentences)** |
| Introduction to programs for 3D modelling. Presentation of basic knowledge of polygonal modelling, primitive geometry, introduction to polygons. |
| **SYLLABUS (brief outline and summary of topics, max. 10 sentences)** |
| Introduction to programs for 3D modelling. User interface, view through 3D camera and orthogonal views, coordinate system, manipulating the objects. Basics of polygonal modelling, primitive geometry, pivot points moving, introducing polygons, hierarchy. NURBS modelling. Object mapping. Camera. Lights. Rendering, optimization. Animation basics. |
| **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** | **20** | **Oral examination** | **40** |
| **Teaching colloquia** |  | **OVERALL SUM** | **100** |
| **\*Final examination mark is formed in accordance with the Institutional documents** |