MULTIMEDIA

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SYLLABUS 3

3D graphics a multimedia design

In this term, students concentrate more on digital tools and basic principles for the creation of 3D design and its use in multimedia design. The aim is to expand students' practical skills in digital programs and also thanks to the experience of the previous terms to initiate a creative and experimental approach in studying projects. In addition, students will focus on experimental tasks and enhance their knowledge in digital animation, video editing with sound or 2D motion graphics, bitmaps and vectors. The course is divided into three parts. The first one focuses on understanding of digital programs used for creation of 3D projects. The second addresses the issue of short digital animations and videos with sound. The third is connected with the previous one and focuses on comprehensive understanding of digital programs for creation of simple kinetic typography and 2D motion graphics.

Demands are put on:

• basics of 3D project and its use in another graphics or video digital environment

3D typography, work with text and pictures in a free graphics

• typography and video with audio

• 2D motion graphics

Students will learn how to think about and experiment with visual composition when creating a 3D or a kinetic graphic project.

ASSIGNMENTS

Assign will be 2D graphic motion, work with bitmaps and vectors

D motion graphics – complex attitude to the issue, familiarity with programs for creating and editing video, typography and sound