

MULTIMEDIA

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SYLLABUS 4

3D graphics a multimedia design

In this term students focus on experimental tasks and enhance knowledge in digital animation, video editing and working with sound and post-production.

Teaching of the fourth semester logically follows on theoretical knowledge and practical exercises from the third semester; the difference is the emphasis on interconnection between 2D and 3D graphics and issues in combination with other technologies (Prepress, Adobe InDesign).

Lessons for advanced 2D and 3D animation contains themes:

- Advanced methods of animation (rigging, posing, inverse kinematics)
- Physical animation (simulation)
- combination of video and animation (rotoscoping, green-screen masking, camera tracking / mapping).

Teaching work with sound includes topics:

- Digital editing, sound editing and sounds mixing,
- work with the sequencer / tracker,
- synthesis of sounds, sound banks,
- synchronization of video / animation with sound.

ASSIGNMENTS

Evaluated will be interconnection 2D and 3D graphics and issues in connection with other technologies (Prepress, Adobe InDesign).

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- Physical animation (simulation)
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