



Faculty of Fine & Performing Arts

**KONC22, Basic 3D - Make a 3D Scanning of a Real Object,
Learn to Light, Shade and Render. Make a 3D Print., 6 credits**
*Grundläggande 3D - från inskanning av verkligt objekt till digital
visualisering och 3D utskrift, 6 högskolepoäng*
First Cycle / Grundnivå

Details of approval

The syllabus was approved by Department Board of Malmö Art Academy on 2017-09-14 to be valid from 2017-09-15, autumn semester 2017.

General Information

Lunds University, Faculty of Fine and Performing Arts, Malmö Art Academy.

Optional course for the BFA programme (KGFKO)

Language of instruction: English

Main field of studies

Fine Arts

Depth of study relative to the degree requirements

GXX, First cycle, in-depth level of the course cannot be classified

Learning outcomes

Artistic techniques

The course consists of instruction in appropriate artistic techniques.

The aim is to provide students with skills as well as technical and practical knowledge. Major emphasis is placed on the relevance of the technical training to the individual student's artistic work.

Course content

The course will give you the skills needed to use the main functions in 3D software Maya 2018 for modeling, animation and visual effects on a basic level. We will concentrate on object creation (using photogrammetry), texturing, shading, light setting, rendering and 3D printing.

3D computer graphics is a comprehensive and complex topic and we will also look at some different types of procedural effects and advanced object creation techniques, included dynamic simulations. To the large part this will be introductions and then we further examine the techniques and methods that are relevant for the individual projects to be carried out during the course. We will also have the possibility to experience the 3D models (in a jointly created scene) in VR using Vive headset.

Course design

Teaching is mostly in the form of laboratory work with continuous supervision. After an introductory technical review, the students conduct their own projects. The course may conclude with a presentation of these projects.

Assessment

For the grade pass there need to be at least 80% presence at lectures, seminars and workshops and the grade pass on tasks, if there is any.

The examiner, in consultation with Disability Support Services, may deviate from the regular form of examination in order to provide a permanently disabled student with a form of examination equivalent to that of a student without a disability.

Subcourses that are part of this course can be found in an appendix at the end of this document.

Grades

Marking scale: Fail, Pass.

Entry requirements

General requirements for university studies in Sweden

Subcourses in KONC22, Basic 3D - Make a 3D Scanning of a Real Object, Learn to Light, Shade and Render. Make a 3D Print.

Applies from H17

1701 Basic 3D - Make a 3D Scanning of a Real Object, Learn to ..., 6,0 hp
Grading scale: Fail, Pass