

3D COMPUTER AIDED DESIGN

Degree in Graphical Design

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Code: 11830

Main Scientific Area: Audiovisuais

Lecturer: Pedro Mota Teixeira

Language of Instruction: Portuguese

Regime: S2

Contact Hours: 90h Total Workload: 70h

ECTS: 6,0

Objectives

Computational Design 3D introduces students to learning technological three-dimensional tool's representation (3D), through practical exercises, providing a wide range of solutions imagery related to this kind of visual dynamics intrinsic to the field of communication design and audiovisual.

Learning Outcomes

Provide students with technical and creative skills in the field of 3D modeling and animation, preparing them to master an area of knowledge that, in contemporary design extends to design and visual communication. Managing the creative component and understand the limits placed in production intrinsic to the creation of this audiovisual language.

Course Contents

1. Theoretical concepts. Resorting to three-dimensional representation as a means of artistic expression and communication, in the context of communication design, fostering new aesthetic and conceptual choices.

2. Practical concepts. Provide students with technical and creative skills that support the computer aided design as a tool for highpotential creative in design communication, serving on the one hand, to stimulate the creation of tangible threedimensional models, and on the other, enhancing communication annexed areas as audiovisual and multimedia.

2.1 Graphical interface and 3D concepts

2.2 Modeling objects

2.3 Light and Cameras

2.4 Materials

2.5 Textures

2.6 "Render"

2.7 Introduction to Animation

2.8 3D Graphical composition

Recommended Bibliography

The Essencial Blender

Guide to 3D Creation with the Open Source Suite Blender

Roland Hess, "The Essencial Blender"

Blender Foundation

Blender Foundations: The Essential Guide to Learning Blender 2.6

Blender Foundation Focal Press

Tony Mullen

Learning and Teaching Methods

The syllabus presented aim to provide skills and knowledge of tools at this specialized area of 3D modeling and animation, presenting concepts and methodologies employed in the design of this proposed framework.

Assessment Methods

The assessment process in this course is continuous and regular assessment, as provided for in Article 7 of RIAPA. The assessment takes into account the following elements:

Weekly exercises, conducting individual work, practical, laboratory and homework = 25%

Attendance and participation of students = 5%

Final evaluation of 2 practical work, quantified as follows:

Proposal evaluation 1 = 35%

Proposal evaluation 2 = 35%

In this unit and in the face of its objectives is not provided access to the time of final assessment tests, as provided for in Article 9 of RIAPA, ie the adopted assessment methodology is only the continuous and periodic evaluation.

Note: The finalists and special statutes students have access to special examination period that follows the end of the school year, as provided in RIAPA.