Information sheet for the course
Computer Graphics

University: *Alexander Dubček University of Trenčín*	

Faculty: *Faculty of Industrial Technologies in Púchov*	

Course unit code: *TTN-P-23*	**Course unit title:** *Computer Graphics*

Type of course unit: *compulsory*

Planned types, learning activities and teaching methods:
Lecture: 0
Seminar:0
Laboratory tutorial: 4 hours weekly/52 hours per semester of study; face to face

Number of credits: *3*

Recommended semester: *the 4th semester in the 2nd year full-time form of study*
the 6th semester in the 3rd year part-time form of study

Degree of study: *the 1st degree of study (Bachelor's degree)*

Course prerequisites: *none*

Assessment methods: *individual work, term project - handover of graphic design by assignment, credits*

Learning outcomes of the course unit:
the student knows the knowledge of 3D graphics programs and their use in designing and presenting of their work

Course contents:
The working environment in a 3D program, move, rotate, scale.
Creating and editing basic geometric shapes.
Creating and editing curves and undefined shapes.
Tool EXTRUDE - pulling face to space.
Creating an object using the trajectory and face - LOFT.
BOOLIEN - editing objects.
NURBS objects - their creation and editing.
Creating, editing and matching materials to objects.
Selecting and adjusting light and shadow, background, view
Set the render, resolution, size.
Rendering, saving, export to various formats.
Using plug - ins and external rendering programs.
Options 2d and 3d printing, 3d cutters.
Creation of their own design.

Recommended of required reading:
1.   UŽÍVATEĽSKÁ PRÍRUČKA RHINOCEROS 4.0

Language: *Slovak*

Remarks:

Evaluation history:

A	B	C	D	E	FX

Lecturers: *Ing. Mário Vančo*

Last modification: *31.03.2014*

Supervisor: *doc. Ing. Pavol Lizák, PhD.*