3D game graphics (AD-031)

(3D MÄNGUGRAAFIKA)

(3D графика игр)

SUBJECT DESCRIPTION

Credits (ECTS)	6.00 ECTS
Assessment	grading
Aim of the subject and short description	
Creating 3D objects and definitions, determining materials of objects, lighting of a scene, scene visualization, object animation and optimization.	
Learning outcomes:	
Student: 1. knows how to create 3D objects for games; 2. knows the principles of material identification and lighting; 3. knows how to animate 3D objects for games.	