

# 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.