



3D Game Graphics (AD-042)

(3D MÄNGUGRAAFIKA)

SUBJECT DESCRIPTION

Credits (ECTS)	5.00 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: <ul style="list-style-type: none">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.	