

DESCRIPTION AND SYLLABUS

Name of the subject in Hungarian:	Digital Studies 1.
Name of the subject in English:	Digital Studies I.
Credit value of the subject:	5
The code of the subject in the electronic study system:	BN-DGSTU1-05-GY
Classification of the subject:	Obligatory
Language of instruction (in case of non-Hungarian courses):	English
Institute or department responsible for the subject:	-
Course type and number of contact hours:	Practical, class per week: 4, class per semester: 0
Mode of study: (Full-time / Part-time):	Full-time training
The semester in which the subject is open for registration:	2022/2023 1st semester
Prerequisite(s):	-

THE PURPOSE OF THE SUBJECT, LEARNING OUTCOMES:

The course provides an introduction to the basic digital skills and tools used in animation art. Students will learn the basics of 3D modeling and animation, the main principles of digital spatial thinking, and how to use the special software at a basic level. By completing the course, they will be able to understand the basic principles of the 3D virtual environment and use the elements created in it as a reference or as a finished artwork.

SUMMARY OF THE CONTENT OF THE SUBJECT

As an outcome of the course students will be able to comfortably handle a basic 3D scene and model a figure draft. To be able to work efficiently in 3D we need the understanding of the virtual environment, how items are represented and created in this workspace and what artistic workflow should be used. Students explore the 3D software in bits, to build up confidence and skills when moving to more complex tasks such as polygon modeling or editing. During the semester we will use and manipulate files and digital data with attention to accurate naming and organizing them into projects.

STUDENT'S TASKS AND PLANNED LEARNING ACTIVITIES:

Students are learning the handling of the 3D application while also preparing their own concept and use that in class as a foundation of their final work for presentation.

EVALUATION OF THE SUBJECT:

Conditions for completing the course, assessment criteria:

- Regular attendance in class and the completion of extra-curricular activities are a prerequisite for receiving a grade.
- A presentation of the modeled 3D figure draft is required for grading.

Criteria for grading:

- class activity, attendance, consultation
- thoughtfulness, quality, validity of the work produced, plans
- independent work
- content, documentation and quality of the presentation
- timely completion of assignments

Evaluation, rating:

Excellent (5): 91-100%

Good (4): 76-90%

Satisfactory (3): 61-75%

Pass (2): 51-65%

Fail (1): 0-50%

Components of the semester grade mark:

Professional, practical knowledge (30%)

- Use of tools
- Use of software
- Workflow planning

Theoretical knowledge (15%)

- Problem raising
- Conclusions

Creative skills (30%)

- Individual creativity
- Attention to details
- Commitment

Soft skills (25%)

- Cooperation
- Contributing skills
- Flexibility
- Communication
- Presentation
- Self-assessment

The assessment will be based on the work completed and the documentation and oral presentation of the work at the mid-term exam. The student receives a grade and an oral assessment, with self-reflection practices during the semester.

OBLIGATORY READING LIST:

- Jason van Gumster: Blender For Dummies; 4th edition, John Wiley & Sons, Inc, January 24, 2020, <https://www.wiley.com/en-us/exportProduct/pdf/9781119616986>
- John M. Blain: The Complete Guide to Blender Graphics: Computer Modeling & Animation 7th Edition, A K Peters/CRC Press, March 9, 2022, <https://www.routledge.com/The-Complete-Guide-to-Blender-Graphics-Computer-Modeling--Animation/Blain/p/book/9781032121673>
- Xury Greer: Sculpting the Blender Way, Packt Publishing, January 28, 2022, <https://www.packtpub.com/product/sculpting-the-blender-way/9781801073875>