



## Syllabus of the educational discipline "3D graphics"

<b>Specialty</b>	<i>G20 "Publishing and printing"</i>
<b>Educational program</b>	<i>"Technologies of electronic multimedia editions"</i>
<b>Educational level</b>	<i>The second (master's) level of higher education</i>
<b>Discipline status</b>	<i>Mandatory</i>
<b>Language of teaching</b>	<i>English</i>
<b>Course / semester</b>	<i>1 course, 1 semester</i>
<b>Number of ECTS credits</b>	<i>5</i>
<b>Distribution by types of classes and hours of study</b>	<i>Lecture – 16 hours.</i>
	<i>Laboratory work - 34 hours.</i>
	<i>Independent work - 100 hours.</i>
<b>Final control form</b>	<i>Test</i>
<b>Department</b>	<i>Department of computer systems and technologies, auditorium. 407 of the main building, website of the department: <a href="mailto:kafcomp@hneu.edu.ua">kafcomp@hneu.edu.ua</a></i>
<b>Teacher(s)</b>	<i>Kobzev Igor Volodymyrovich ass. prof., Candidate of Engineering Sciences</i>
<b>Contact Information teacher(s)</b>	<i><a href="mailto:Ihor.kobziev@hneu.net">Ihor.kobziev@hneu.net</a></i>
<b>Days of classes</b>	<i>Lecture: <a href="#">according to the current class schedule</a></i>
	<i>Practical: <a href="#">according to the current class schedule</a></i>
<b>Consultations</b>	<i>At the Department of Computer Systems and Technologies, face-to-face, according to the consultation schedule, individual, chat in PLS</i>
<i><b>The purpose of the educational discipline is determined by the scientific and professional aspects of the training of qualified specialists and consists in the formation of the master's consciousness based on the assimilation of the laws of information processes in an inextricable connection with the methods and methods of visualization and modeling of three-dimensional objects.</b></i>	
<b>Structural-logical scheme of studying the academic discipline</b>	
<b>Prerequisites</b>	<b>Postrequisites</b>
<i>Disciplines of the bachelor's degree related to the creation of different types of content (video, audio, graphics, etc.)</i>	<i>Designing Applications for Mobile Devices</i>
<b>Content of the academic discipline</b>	
<b>Content module 1. Analytical 3D objects</b>	
<b>Topic 1. Analytical 3D graphics</b>	
<b>Topic 2. Fractal 3D graphics</b>	
<b>Content module 2. Polygonal 3D objects</b>	
<b>Topic 3. Polygonal 3D graphics</b>	
<b>Topic 4. C-plane 3D graphics</b>	
<b>Material and technical (software) support of the discipline</b>	
<i>SowtWare: MathCad, 3ds max, INCENDIA NEXT</i>	
<b>System of evaluation of training results</b>	
<i>The maximum rating for the study of the discipline during the semesters is estimated by the sum of points and is 100 points.</i>	



To evaluate the work of students in the fourth semester, the final grade is calculated as the sum of the marks for the performance and defense of laboratory work:

the maximum number of points for performing laboratory work is 40 points;

the maximum number of points for the defense of laboratory works (oral or electronic tests) is 60 points.

The test is considered passed if at least 60 points are obtained for it

***More detailed information on the assessment system and accumulation of points for the academic discipline is provided in the work plan (technological map) for the academic discipline.***

#### **Policies of educational discipline**

*The teaching of the academic discipline is based on the principles of academic integrity. Violations of academic integrity include: academic plagiarism, fabrication, falsification, plagiarism, deception, bribery, biased evaluation. For violation of academic integrity, students of education are subject to the following academic responsibility: repeated assessment of the corresponding type of educational work.*

***More detailed information on competencies, learning outcomes, learning methods, assessment forms, independent work is provided in the Work Program of the academic discipline***