DESCRIPTION AND SYLLABUS

Name of the subject in Hungarian:	Digital Studies 5.
Name of the subject in English:	Digital Studies V.
Credit value of the subject:	5
The code of the subject in the electronic study system:	BN-DGSTU5-05-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):	[Digital Studies IV. (fulfillment)]

THE PURPOSE OF THE SUBJECT, LEARNING OUTCOMES:

The course provides advanced knowledge in the field of 3d animation and modeling, expanding the already existing skills with additional special software skills widely used in the creative industry. As a result of the practice done during the semester, students will have a complex insight into the possibilities of the 3d technique, and will be able to fulfill subtasks of the complex technical process.

SUMMARY OF THE CONTENT OF THE SUBJECT

This course introduces students to 3D modeling and animation in Autodesk Maya. During the semester we'll be covering the most important principles of 3D modeling, and rigging. We'll learn the powerful and intuitive animation tools of this industry standard software used in the Film, TV and Games. By the end of the semester students will have a solid foundation in the core software tools to produce a short animated sequence.

STUDENT'S TASKS AND PLANNED LEARNING ACTIVITIES:

Students will create 3D modelling and animation tasks, and presentations.

EVALUATION OF THE SUBJECT:

Practical grade based on a scale from 1 to 5

OBLIGATORY READING LIST:

- Prof. Sham Tickoo: Autodesk Maya 2020, A Comprehensive Guide, CADCIM Technologies, 2020, https://www.scribd.com/book/506998352/Autodesk-Maya-2020-A-Comprehensive-Guide-12th-Edition
- Kelly L. Murdock: Autodesk Maya 2023 Basics Guide, SDC Publications, 2022, https://www.sdcpublications.com/Textbooks/Autodesk-Maya-2023-Basics-Guide/ISBN/978-1-63057-527-4/