	Subject	type	hour/ week	hour/ sem.	ETCS
	Digital Modelling II	Ps	3	45	4

Description: This course consists of basic / advanced 3D modeling and CGI production methods. Students will build up core skills in CGI as well as be involved in the implementation of 3D models in rendered scenes, short animations and virtual reality (VR).

The semester will consist of the following:

1. Beginner level 3D modeling, texturing and rendering.
2. Implementation of lighting techniques, including HDRI lighting and light rig setups.
3. Advanced texturing and shader creation.
4. 360 degree CGI rendering along with simple VR implementation.
5. Advanced 3D modeling techniques including 3D scanning and virtual sculpting.
6. Post production and printing techniques.

- Students with existing skills in 3D modeling are welcome, as their techniques will be improved and their creativity challenged.
- Software: Blender, Cycles Engine, Unreal Engine 4, Artec Studio 11.