

Subject card

Subject name and code	Specialisation Elective III, PG_00073653						
Field of study	Historical game design						
Date of commencement of studies	October 2024		Academic year of realisation of subject		2026/2027		
Education level	Bachelor's studies		Subject group		Optional subject group		
Mode of study	full-time studies		Mode of delivery		at the university		
Year of study	3		Language of instruction		English		
Semester of study	5		ECTS credits		2.0		
Learning profile	academic		Assessment form		credit		
Conducting unit	Institute of History -> Faculty of History -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr Wacław Kulczykowski				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	30.0	0.0	0.0	0.0	30
	E-learning hours included: 0.0						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	Number of study hours	30		2.0		30.0	62
Subject objectives	Introduction to the fundamentals of digital animation and the development of skills in independently creating and animating characters and objects.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[PGHL3_U05] Can speak a foreign language at the B2 level of the Common European Framework of Reference for Languages		Is able to use English-language technical documentation, software interfaces, and instructional materials related to digital animation.		[SU2] presentation/project/paper/report		
	[PGHL3_K01] Critically evaluates his/her knowledge, demonstrates a willingness to constantly expand it and to consult experts when he/she has difficulty solving a problem on his/her own		Is able to independently carry out animation projects, identify technical and creative challenges, and seek solutions using documentation, instructional materials, and expert consultation.		[SK2] presentation/project/paper/report [SK6] demonstration of practical skills		
	[PGHL3_U02] Can select and apply methods and tools (including advanced information and communication techniques) in a manner appropriate to the problem being solved		Is able to use computer animation software. Is able to render and export projects and apply appropriate file formats and production standards used in audiovisual media.		[SU2] presentation/project/paper/report [SU6] demonstration of practical skills		
	[PGHL3_W08] Has advanced interdisciplinary knowledge of various aspects of historical game development		Knows the fundamentals of 2D and 3D computer animation and their applications in the design of characters, objects, and assets used in digital games. Knows the fundamentals of 3D modelling and the process of preparing graphical assets for use in games and animation.		[SW2] presentation/project/paper/report		

Subject contents	• Fundamentals of 2D computer animation • Creation and animation of characters and objects in 2D • Fundamentals of 3D computer animation • Modeling of simple 3D objects for games and animation • Fundamentals of 3D animation • Integration of animation with video footage • Fundamentals of film post-production • Visual effects and color correction • Rendering and exporting projects • File formats and standards of film production • Creation of short animated films		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Final project	51.0%	100.0%
Recommended reading	Basic literature	• Adobe After Effects Classroom in a Book 2024 Release Brie Gyncild • Blender 3D:--- Characters, Machines, and Scenes for Artists - ebook epub • Romain Caudron, Enrico Valenza, Christopher Kuhn, Pierre-Armand Nicq	
	Supplementary literature	· <i>Compositing Visual Effects</i> , Steve Wright	
	eResources addresses		
Example issues/ example questions/ tasks being completed	• Vertical HD animation with a duration of 1020 seconds • Animated GIF • Animated 2D character model • 3D object models • Animated 4K sequence with a duration of 2030 seconds		
Work placement	Not applicable		

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