

1	<b>DIGITAL MODELING TECHNIQUES</b>
2	MANDATORY
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7	ANDREA GIANFREDA
8	<p><b>COURSE GENERAL FEATURES</b></p> <p>Attending this course students will learn the indispensable bases to independently model a complex tridimensional object. Several techniques will be mastered such as NURBS modeling, useful to draw simple and curved objects like chairs, tables and glasses, and most of all polygonal modeling, fundamental to reach much higher details.</p> <p><b>PURPOSES</b></p> <p>The ultimate purpose is to provide basic knowledge necessary for the realization of a three-dimensional complex object, entirely modeled from scratch and which will be evaluated during the final examination. Although it will be briefly discussed how the software manages in a proprietary way materials, illumination and rendering, given the character of the course, strongly modeling-oriented, the student is given ample freedom on which software to use for the graphic rendering of their final model.</p>
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10	<p><b>PREREQUISITES</b></p> <p>Regarding the modeling part it is not necessary to have prerequisites as the software and the inherent techniques are illustrated from scratch. It is however advisable to have basic rendering knowledge for a better yield of the final product.</p>
11	<p><b>COURSE PROGRAM</b></p> <p>The course follows the natural workflow of the modeler starting from the analysis of the software interface up to the rendering of the polygonal model. During lessons the topics will be dealt with in a practical way through some exercises done in class; there will be no theoretical brackets belonging to the world of graphics and photography that will give added value to their work.</p>
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14	<p><b>EXAM MODES</b></p> <p>It is required to model a complex three-dimensional object using the techniques discussed during the course. The subject is free choice. During the examination both the original file and the graphic elaboration (rendering) will be examined and questions will be asked about the realization of the same.</p>
15	ITALIAN