Add. 3		Course program for the first, second and third degree of studies			
1.	Course title	Computer design and animation			
2.	169	169			
3.	Study group(s)	PInf			
4.	The organizer of the study program (unit, institute, department)	Faculty of Mechanical Engineering - Skopje, Ss. Cyril and Methodius University in Skopje			
5.	Level (first, second, third degree)	First			
6.	Academic year / semester	Winter	7.	Number of ECTS credits	6
8.	Professor	Ass. Prof. Gligorce Vrtanoski			
9.	Preconditions for enrolling the course	None			
10.	Purpose of the course program (competences): Introduction to the basic elements of the computer design, simulation and animation. Modeling and development of the graphical presentation through the basic simulation and animation techniques.				
11.	Contents of the course program: Introduction and general remarks on application of the programs for the graphical visualization and animation. Development of the design specification. Modeling and status of objects. Tools and functional decomposition. Selection of materials and advanced modeling. Creating of graphics and animation models and conception idea of animation content. Scenario of the graphics virtually by selecting of appropriate tools and techniques. Composition and installation of automated animation. Practical application.				
12.	Study methods: Interactive teaching, Laboratory and/or in-class exercises, individual and/or team work on projects, self-study.				
13.	Total available time period	6 ECTS x 30 hours = 180 hours			
14.	Available time assessment	30 + 30 + 30 + 30 + 60 = 180 hours			
15.	Educational activity module	15.1.	Teaching lectures		30 hours
		15.2.	Practice, seminars, team work		30 hours
16.	Other activity module	16.1.	Project assignments		40 hours
		16.2.	Selfrunning assignments		20 hours
		16.3.	Home studying		60 hours
17.	Evaluation methods				
	17.1.	Tests			0 points
	17.2.	Projects			90 points
	17.3.	Activity and participation			10 points
18.	Evaluation criteria (points and marks)		Under 50		5 (five) (F)
			51 - 60 points		6 (six) (E)
			61 - 70 points		7 (seven) (D)
			71- 80 points		8 (eight) (C)
			81 - 90 points		9 (nine) (B)
			91 - 100 points		10 (ten) (A)
19.	Signature and final exam requirements	Realized activity 17.2			
20.	Language used for performing the teaching	Macedonian language			
21.	Method used for following the teaching quality	Surveys and other forms of continuous evaluation			

22.	References					
	22.1.	Main references				
		No.	Author	Title	Publisher	Year
		1.	Gligorce Vrtanoski	Non-authorized for Computer design and animation	Faculty of Mechanical Engineering - Skopje	
		2.	Rick Parent and otr.	Computer animation complete	Elsevier	2010
		3.	Dariush Derakhshani	Introducing Maya 6: 3D for Beginners	Sybex	2004
	22.2.	Additional references				
		No.	Author	Title	Publisher	Year
		1.	Andrew Gahan	3ds Max Modeling for Games	Elsevier	2009
		2.				
		3.				