Add. 3		Course program for the first, second and third degree of studies				
1.	Course title	Animation				
2.	Code	109				
3.	Study group(s)	Industrial design				
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)	First				
6.	Academic year / semester	II/IV		7.	Number of ECTS credits	6
8.	Instructor	Prof. Risto Tashevski, phD				
9.	Prerequisites	none				
10.	Course objectives (competences): Creating 3D animation of objects (products) with the import of solid objects, setting a particular function of the objects, material, color, light, integration into a background and rendering.					
11.	Course content: - 3D geometric modeling - transfer of solid modeling objects in animation software package, - application of software package for animation, - rotation and moving, key positions, rendering, - setting the path of motion of objects and camera: constraints, - modifiers, deformers , controllers, - particle systems, deflector, - dynamic simulation.					
12.	Study methods: interactive lectures, auditory practice and/or laboratory practice, self running and/or team work projects, self learning					
13.	Total hours	180				
14.	Hours allocation per activity:	15+45+120+0+0=180 hours				
15.	Lectures/Lab	15.1.	Teaching lectures		15 x 1 = 15 hours	
		15.2.	Practice, seminars, team work		15 x 3 = 45 hours	
16.	Project Work/Assignments	16.1.	Project assignments		120 hours	
		16.2.	Selfrunning assignments		0 hours	
		16.3.	Home studying		0 hours	
17.	Points/Marks:					
	17.1.	Tests			0 points	
	17.2.	Projects			80 points	
	17.3.	Attendance			20 points	
18.	Grading scale		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.	Prerequisites for taking the final exam	Realized activities 15.2. and 16.1.				
20.	Language of Instruction	Macedonian language				
21.	Course evaluation	Mechanisms of internal evaluation and questionnaire				

22.	Textbooks					
	22.1.	Instruction materials				
		No.	Author	Title	Publisher	Year

		No.	Author	Title	Publisher	Year
		1.	Kelly L. Murdock	3D Studio MAX 12 Bible	John Wiley & Sons, Publishing, Inc.	2011
		2.				
		3.				
	22.2.	Supplemental Instruction Materials				
		No.	Author	Title	Publisher	Year
		1.				