**MULTIMEDIA SYSTEMS (ECTS credits 5)**

Language: the course is offered in English, Serbian and Hungarian.

**Course description:**

This course covers the introduction to multimedia elements such as Text, Graphic, Audio, Animation and Video including 2D/3D graphic and authoring, multimedia integration and multimedia application development.

**Aims:**

Through this course, students are expected to achieve a basic understanding of multimedia systems. With such background equipment, students will be able to evaluate both more advanced and future multimedia systems.

**Animations (ECTS credits 5)**

Language: the course is offered in Serbian and Hungarian.
**Course description:**Theoretical teaching:
The history of classical and computer animation. Theory of human vision. Color theory. Coordinate systems. Afin transformation. The structure of classical and computer animation. A computer animation process. Production and postproduction.
Practical teaching:
Building elements of computer animation. Modeling the simple and complex objects. Scene settings. Defining the parameters of objects in time. Parametric and mesh objects. Use of the environment, effects, camera, lighting and materials. Defining the system. Integrating multimedia into computer animation. Rendering. Rendering and production of the complete film.

**Aim:**Getting to know the basics of computer graphics along with history and theory of classical and computer animation. Overcoming the complete process of computer animation.

**Learning outcomes:**Adoption of the methods and technologies involved in a comprehensive computer animation process. The student will be competent to independently create a 3D art animation.