

	<b>Introduction to 3D Technologies</b>
Description	<ul style="list-style-type: none"> <li>• Introduction to the new technologies of 3D representation (3D modeling) and their applications in the Humanities.</li> <li>• 3D modeling basics.</li> <li>• Elements of differential geometry and shape analysis.</li> <li>• Digital representation of shapes - 3D data structures.</li> <li>• Elements of a geometric modeling system.</li> <li>• Software for the creation of 3D models (Blender, Unity, etc.).</li> <li>• 3D digitization.</li> <li>• 3D printing.</li> <li>• Applications in the humanities dissemination of cultural heritage through digital media.</li> </ul>
Learning Outcomes	<p>After the end of the course the student will:</p> <ul style="list-style-type: none"> <li>• understand 3D representation technologies and their application advantages in the humanities</li> <li>• be familiar with 3D modeling, digitization and printing</li> <li>• know software for the creation of 3D models and applications used in the humanities</li> </ul>