| STUDY MODULE DESCRIPTION FORM   |                                      |  |  |                                  |  |  |
|---|--------------------------------------|--|--|----------------------------------|--|--|
| Name of the module/subject<br>Computer aided design   |                                      |  | Code<br>1010324391010322818  |                                  |  |  |
| Field of  |                                      |  | Profile of study<br>(general academic, practical)<br>general academic                                | Year /Semester 5 / 9             |  |  |
|   | e path/specialty                     | 19   | Subject offered in:  | Course (compulsory, elective)    |  |  |
|   | Ligh                                 | ting Engineering   | Polish   | obligatory                       |  |  |
| Cycle o   | of study:                            |  | Form of study (full-time,part-time)  |                                  |  |  |
| First-cycle studies   |                                      |  | part-time  |                                  |  |  |
| No. of hours  |                                      |  |  | No. of credits                   |  |  |
| Lecture: - Classes: - Laboratory: -   |                                      |  | i tojoot commarci  | ) 1                              |  |  |
| Status  | of the course in the study           | program (Basic, major, other)  | (university-wide, from another fie   | ,                                |  |  |
| Educat  |                                      | other  | unive  | sity-wide                        |  |  |
| Education areas and fields of science and art   |                                      |  |  | ECTS distribution (number and %) |  |  |
| tech  | nical sciences                       |  |  | 1 100%                           |  |  |
| Technical sciences  |                                      |  |  | 1 100%                           |  |  |
| em<br>tel.<br>Fac<br>ul.<br><b>Prero</b>  | Knowledge                            | ka@put.poznan.pl<br>neering<br>pznań<br><b>IS of knowledge, skills an</b><br>Knowledge of the basics of light<br>tools used in 3ds MAX program | <b>d social competencies:</b><br>ing engineering and computer so<br>to create computer visualization | of illumination.                 |  |  |
| 2   | Skills                               | lighting equipment to create illumination of buildings. Ability to create lighting scene and computer visualizations.                          |  |                                  |  |  |
| 3   | Social competencies                  | Is aware of the need to broaden their competence, willingness to work together as a team.  |  |                                  |  |  |
| Assı  |                                      | jectives of the course:  |  |                                  |  |  |
|   | edge of environment,<br>ations.      | basic tools and possibilties of 3ds  | MAX program. Ability to create c   | omputer visualizations of        |  |  |
|   | Study outco                          | mes and reference to the   | educational results for a  | a field of study                 |  |  |
| Knov  | wledge:                              |  |  |                                  |  |  |
| 1. Knowledge of basic functions and possibilities of 3ds MAX program - [K_W11 ++]   |                                      |  |  |                                  |  |  |
|   | 0 0 0 1                              | ipment used to illuminate building   | s [K_W15 +++]  |                                  |  |  |
| Skills:   |                                      |  |  |                                  |  |  |
| 1. Can create computer visualization of building's illumination - [K_U13 ++, K_U17]   |                                      |  |  |                                  |  |  |
| Social competencies:<br>1. Is aware of and understands the importance and impact of non-technical aspects of electrical engineering activities,<br>including the impact of light and lighting on the environment and the consequent responsibility for decisions [K_K01 ++]<br>2. Can work creativly [K_K03 ++] |                                      |  |  |                                  |  |  |
| z. Car  | i work creativiy [K_K                | UJ ++j   |  |                                  |  |  |
|   | Assessment methods of study outcomes |  |  |                                  |  |  |

Assessment of the knowledge and skills associated with the implementation of the project.

## **Course description**

Understanding the issues related to computer visualizations of building's illumination. methods of calculate the lighting quantities. Practical test in the use of computer-aided design methods (CAD). Implementation of sample calculations for typical indoor lighting solutions. Visualization of the luminance distribution.

Update 2017: Use of modern LED luminaire to design illumination

Applied methods of education:

Analysis of gained visualisation effects and luminance distribution

Comparing the final result of varius illumination variant

## **Basic bibliography:**

1. Kelly L.Murdock 3ds MAX 2012 Helion 2012

2. Żagan W.: Podstawy techniki świetlnej. Ofic. Wyd. Pol. Warszawskiej, Warszawa 2005

## Additional bibliography:

1. Górczewska M., Mroczkowska S., Iluminacja kościoła p.w. Św. Józefa w Poznaniu. Poznan University of Technology, Academic Journals, Electrical Engineering, Issue 83, Poznań 2015, s.229-236, ISSN 1897-0737

2. Lighting Handbook, Reference &Application. IES of Nofth America, New York 2010

## Result of average student's workload

| Activity                               | Time (working hours) |      |  |  |
|--|----------------------|------|--|--|
| 1. Participation in project activities |                      | 15   |  |  |
| 2. Participation in consultation       | 20                   |      |  |  |
| 3. participation in projects           | 15                   |      |  |  |
| Student's workload                     |                      |      |  |  |
| Source of workload                     | hours                | ECTS |  |  |
| Total workload                         | 50                   | 1    |  |  |
| Contact hours                          | 35                   | 1    |  |  |
| Practical activities                   | 40                   | 1    |  |  |