STUDY MODULE DESCRIPTION FORM						
Name of the module/subject Computer aided design			Code 1010322331010322818			
Field of	study	-	Profile of study (general academic, practical)	Year /Semester		
Elec	trical Engineerin	Ig	general academic	2/3		
Elective path/specialty Lighting Engineering			Subject offered in: Polish	Course (compulsory, elective) obligatory		
Cycle c	of study:		Form of study (full-time,part-time)			
Second-cycle studies			full-time			
No. of h	nours		No. of credits			
Lectu	0.0000		Project/seminars: 1	5 1		
Status	of the course in the study	program (Basic, major, other)	(university-wide, from another field	,		
		other	unive	rsity-wide		
Education areas and fields of science and art				ECTS distribution (number and %)		
tech	nical sciences			1 100%		
	Technical scie	1 100%				
Responsible for subject / lecturer: mgr inż. Sandra Mroczkowska email: sandra.mroczkowska@put.poznan.pl tel. 660747888 Faculty of Electrical Engineering ul. Piotrowo 3A 60-965 Poznań Prerequisites in terms of knowledge, skills and social competencies:						
1	Knowledge		Knowledge of the basics of lighting engineering and computer science. Knowledge of basic tools used in 3ds MAX program to create computer visualization of illumination.			
2	Skills	The ability to create objects and base of materials in 3ds MAX program. Ability to choose 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	o work together as a team.		
Assu	-	ectives of the course:				
	edge of environment, ations.	basic tools and possibilties of 3ds	MAX program. Ability to create of	computer visualizations of		
	Study outco	mes and reference to the	educational results for	a field of study		
Knov	vledge:					
1. Knowledge of basic functions and possibilities of 3ds MAX program - [K_W18 ++]						
		ipment used to illuminate building	s [K_W18 ++]			
Skills	6:					
1. Can create computer visualization of building's illumination - [K_U03 ++, K_U12]						
Social competencies:						
1. Is aware of and understands the importance and impact of non-technical aspects of electrical engineering activities, including the impact of light and lighting on the environment and the consequent responsibility for decisions [K_K01 ++]						
2. Car	work creativly [K_K	.01 ++]				
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. Żagan W.:Iluminacja obiektów. Ofic. Wyd. Pol. Warszawskiej, Warszawa 2003.

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

Additional bibliography:

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

2. 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

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		