P000024 Animate Your Science, 4.0 Credits

Syllabus approved

2023-01-01

Subjects

Image Analysis

Grading scale

Pass / Failed

Language

English

Prior knowledge

The course is primarily intended for PhD students within the SLU Graduate School Organism Biology but is open to all PhD students at SLU. Other SLU staff is welcomed if space allows. There are no formal entry requirements to take the course.

Examination formats

A student should attend all mandatory feedback sessions and complete all assignments. There are three assignments in the course.

Objectives

The course objective is to help the participants develop their ability to communicate with visuals. The focus is on photorealistic 3D images and animation that can be used in presentations and publications.

On completion of the course, the student should be able to understand:

- the 3D image and animation creation process that will allow the student to develop projects independently.
- image composition to maximize impact and memorability.
- different modelling techniques, how to set up lights, shading and rendering settings.
- animation basics and simulations.

Content

Combining theory and practice, the course consists of home assignments and lectures through which the student moves from beginner's to advanced level in creating 3D images and animations using a 3D software called Blender. At the end of the course, students will have produced a journal cover that describes their own research and a 10 seconds animation describing a central theme in their

research. Students will also have practiced analyzing, and giving constructive feedback.

Additional information

The course is given by Andreas Dahlin who is the founder of the company Visualize your Science. He organizes and teaches the course on behalf of the SLU graduate school Organism Biology.

The course is divided into three parts. Each part consists of drawing tutorials, and an assignment.

Part 1: Learn to master the software.
Drawing tutorials: Around 3 h of video instructions
Assignment: Learn to draw in a professional 3D software: Around 35-45 h
Feedback around 2h

Part 2: Create a journal or thesis cover
Drawing modules: Around 3h 30min of video instructions
Assignment: Create 3D image that could be used as a journal or thesis cover: Around 35-45h
Feedback around 2h

Part 3: Create a > 10 second 3D animation
Drawing modules: Around 2h of video instructions
Assignment: Create an animation: Around 25-30 h
Feedback and examination around 2h

There is no tuition fee for SLU staff registering for the course through the Organism Biology research school. Please note that the course is offered in parallel also in other cities/campuses but that Organism Biology will only cover fees for registrations made through the Organism Biology research school. The number of participants registering through Organism Biology is limited to 10 per course occasion.

You can read more about the course at the course webpage https://www.visualizeyourscience.com
If you have further questions about the course you can contact Andreas directly by email (Andreas.dahlin@visualizeyourscience.com) or by phone (0707 468144).

Responsible department

Department of Plant Biology