



**Akademia
Humanistyczno
Ekonomiczna
w Łodzi**

**ERASMUS+ INCOMING STUDENTS
ACADEMIC OFFER – COURSES TAUGHT IN ENGLISH
GRAPHICS
SPRING SEMESTER 2025/2026**

**GRAPHICS
BACHELOR**

**SUBJECTS LISTED ARE A CONTINUATION OF COURSES AND REQUIRE
INTERESTED STUDENTS TO HAVE KNOWLEDGE IN THE FIELDS IN
ORDER TO BE ABLE TO PARTICIPATE**

3rd year, 6th semester

Multimedia i techniki cyfrowe /

MULTIMEDIA & DIGITAL TECHNIQS IV – exercises | 1 ECTS

The aim of the course is to expand knowledge of computer courses, work on the levels of various media, develop knowledge of film editing, animation and special effects.

DESCRIPTION OF THE EXPECTED LEARNING RESULTS

- **In terms of knowledge:** Has knowledge of special effects. Possesses knowledge in 2D animation. Is familiar with film editing.
- **In terms of skills:** Uses tools and effects in graphics courses. Consciously chooses appropriate artistic means and effects to the project. Selects sound effects to the film image
- **In terms of social competences:** Independently makes artistic decisions in the field of artistic activity demonstrates creative invention

Course Content

1. Production of a Short Film Trailer – Based on Existing Film Materials.
2. Production of a Short Film on Any Topic – Emphasis on Special Effects and Editing.

3. Production of a Soundtrack for the Student's Film.
4. Expansion of Knowledge in Computer Animation (2D Animation) Using After Effects Software.

Teaching Methods: Project, Individual Work, Brainstorming

Method of Verifying Education: project

Fotografia VI / PHOTOGRAPHY VI – exercises | 1 ECTS

The purpose of the course is to improve the knowledge and experience of the use of the photographic technique in accordance with the interpretive requirements and to seek their own creative possibilities. During the course, students will have the opportunity to deepen their ability to consciously organize the shooting plan and master the selection of consistent with the assumptions of the settings of the technical parameters of photographic image recording. The didactic process is designed to stimulate imagination, creativity, authorial responsibility, deepen artistic sensitivity and the ability to observe combined with making quick decisions of action. During the course, students will consciously use computer courses (Photoshop and related).

Learning Outcomes

- **In Terms of Knowledge:** Applies theoretical knowledge of art history and photography in the practice of photographing. Implements structured knowledge of photography theory, art history, philosophy, and aesthetics in photographic expression. Creates photographic images based on interdisciplinary knowledge. Utilizes theoretical and technical knowledge of photography to create original photographic works. Uses the photographic knowledge acquired during the educational process for artistic and academic development.
- **In Terms of Skills:** Operates a camera and equipment necessary to create original photography. Uses known photographic processes, enriched by interdisciplinary skills, in the creation of visual works. Adjusts camera and lighting equipment settings according to the needs of the photo session, ensuring correct exposure. Takes photographs based on skills acquired from other disciplines. Creates original photography sets based on independent thinking, utilizing skills from other art fields.
- **In Terms of Social Competences:** Collaborates effectively in a team and expresses opinions constructively. Shares knowledge within an interdisciplinary environment. Prepares and presents personal projects and artistic achievements both directly and online.

Course Content

1. Master of Photography and My Artistic Work.
2. The Most Interesting Exhibitions and Polish Photographers in the Context of a Future Career as a Photographer and Graphic Designer.

3. Building Photographic Composition. Working with a Camera.
4. Improving Photography Skills: Correct Framing of a Given Subject. Correlating Theoretical Knowledge with Practical Application.
5. Using Adobe Suite and Other Courses to Process Photographic Images for Graphic Purposes.
6. Photographic Self-Expression, Searching for a Subject to Realize.
7. Technical Aspects of Self-Expression: Building an Image, Stylistics, and Graphic Editing.
8. Preparation of an Original Set of Works Supported by Relevant Literature with a Theoretical Explanation.

Teaching Methods (Full-time / Part-time Studies):

- Conversational Lecture
- Project
- Exercises

Method of Verifying Education: project

Warsztat Komputerowy VI / IT WORKSHOP VI | 1 ECTS

The purpose of the course is to prepare the student to use graphic courses for editing expanded multimedia three-dimensional space. Animation of characters in 3D Max.

Learning Outcomes

- **In Terms of Knowledge:** Has mastered advanced 3D graphic design skills. Understands the necessity of knowing the latest software in character animation. Is aware of the technological possibilities and limitations, including keying and motion capture capabilities.
- **In Terms of Skills:** Independently selects methods for character animation and realizes personal artistic concepts. Applies both manual character animation techniques and MOCAP sequences. Can independently seek new technological solutions in the fields of design and modeling. Independently designs and implements character motion sequences.
- **In Terms of Social Competences:** Recognizes the need for continuous professional development in creating four-dimensional spaces and consciously sets priorities. Analyzes and critically evaluates works.

Course Content

1. Definition of Character Animation and Its Place in the World of Film and Video Game Animation.
2. Advanced Tools for Character Animation.
3. Physical Fundamentals of Biped Skeleton Systems Animation.
4. Character Animation Using MOCAP Motion Sequences.

Teaching Methods

- Lecture
- Project
- Individual Review of Independently Realized Semester Projects

Method of Verifying Education: project

LEVEL DESIGN IV – Exercises | 2 ECTS

The aim of the course is to create a 3D Action Adventure game - combining elements (Level I, Level II, Level III, Menu).

Learning about the game engine (UE5) as a tool for creating levels.

Learning about the process of game level design.

GDD iteration of a 3D game, playing with a third person controller.

Creating level 2 and 3 of the game (Level II and Level III). Drawing inspiration from well-known and niche 3D games.

Developing an attitude open to personal development, cooperation and self-education.

Learning Outcomes

- **In Terms of Knowledge:** Has knowledge in the field of designing levels for computer, console, and mobile games. Has knowledge of creating interactions in UE5, effects, animations, and 3D game elements.
- **In Terms of Skills:** Can implement basic interactions on levels in UE5. Can create menus and animated elements for 3D games.
- **In Terms of Social Competences:** Effectively uses intuition, imagination, individual creative potential, and acquired knowledge and experience to solve creative problems and in professional activities.

Course Content

1. 3D Action Adventure Game – Iteration of GDD and Concept.
2. Iteration of Level 1 and Menu Based on Consultations.
3. Working with Assets and Animations in the UE5 Engine – Iteration.
4. Lighting, Post-Processing, and VFX in UE5 – Iteration.
5. Creating Game Levels (Level I, Level II, and Level III).
6. Developing a Complete 3D Game (3 Levels + Menu).
7. Integrating the Level Created in the First Semester into the Game. Project Iterations.

Teaching Methods:

- Project
- Individual Corrections
- Individual Work

- Exercises

Method of Verifying Education: project

Projektowanie gier komputerowych IV / GAME DESIGN IV – Exercises | 2 ECTS

The aim of the course is to learning about the game design process and creating design documents:

Learning Outcomes

- **In Terms of Knowledge:** Has knowledge of designing computer, console, and mobile games, and can independently analyze a game and its content.
- **In Terms of Skills:** Can prepare project documents (One Pager, Game Pitch, and Game Design Document), research market trends, and transform ideas into a game.
- **In Terms of Social Competences:** Effectively uses intuition, imagination, individual creative potential, and acquired knowledge and experience to solve creative problems and in professional activities.

Course Content

1. Polish, Consistency Maintenance, Testing, and Quality Control in Video Games – Their Role in the Final Product.
2. Iterating Your Own GDD Based on Consultations.

Teaching Methods (Full-time / Part-time Studies):

- Lecture
- Project
- Market Analysis

Projektowanie graficzne w grach IV / GRAPHIC DESIGN IN GAMES IV | 2 ECTS

The aim of the course is familiarization with the process of designing graphical interfaces in games. Creating a GUI for one's own game. Drawing inspiration from both popular and niche games. Developing an attitude open to personal growth, collaboration, and self-directed learning.

Learning Outcomes:

- **in terms of knowledge:** the student has advanced knowledge in graphic design (GUI) for computer, console, and mobile games.
- **in terms of skills:** The student can create elements of a graphical user interface using Adobe Photoshop. Can design and implement a game's main menu.

- **in terms of social competence:** The student is prepared to effectively use their intuition, imagination, individual creative potential, as well as acquired knowledge and experience in solving creative problems and in professional activities.

Course Content:

1. Designing the Main Menu
2. UI Design
3. Designing the Multiplayer Interface
4. Review of Popular and Niche Games with Effective Graphic Interfaces – Analysis of the Graphic Interface Elements of These Games and Their Implementation in a Game
5. Designing the Game Logo and Game Icon
6. Consultations (Logo and Icon)

Projekt własnych inicjatyw / One's own Initiative Project | 3 ECTS

The aim of the course is stimulating an entrepreneurial mindset in students. Inspiring them to create job opportunities for themselves and others. Developing the ability to independently plan a career path in order to pursue personal goals and passions.

Learning Outcomes:

- **in terms of knowledge:** The student knows the definition of a project and its individual stages. Distinguishes an initiative from other forms of activity.
- **in terms of skills:** The student defines personal objectives pursued while designing their own initiative. Designs their own project. Transforms passions and interests into a tangible project. Critically evaluates their own project as well as the projects of other group members.
- **in terms of social competence:** The student is open to change. Demonstrates personal gain resulting from the implementation of the project. Takes responsibility for their own initiative.

Course Content:

1. Planning one's own initiative.
2. Activity schedule / timeline.
3. Characteristics of an entrepreneurial mindset.
4. Identifying strengths and weaknesses of the project.
5. Evaluation of change.
6. Passions and interests in relation to professional work.
7. Formulating objectives.

! Please note that in each case AHE reserves the right not to open the subject due to low number of participants or internal issues. At each time we will try to offer alternative subjects to meet the learning outcomes required by the sending institution. The student has 30 days to make changes to his/ her Learning Agreement after the arrival at AHE.

**CHANGES IN SUBJECTS, COURSE CONTENTS AND ECTS MAY OCCUR
UPON YOUR ARRIVAL.**