

ANIMATION OF THE MOVEMENT IN THE VISUALISATION OF THE INDUSTRIAL PROCESS

Summary – Introducing of world to graphics 3 D was a main objective of the work, getting to know his possibility of surrendering real world. Describing the complexity of leading works is also an important component for coming into existence of the final product. They are folding copying oneself usually of around many elements, so as three-dimensional objects and the texture covering them. At this work a creative whole process was portrayed, having begun from the idea, finishing on postproduction. Creating the visualisation, showing generally and in the detail the complexity of action of technical devices in the factory floor was a practical purpose of the work. It gave the possibility of more further getting to know principles ruling the entire class of the design graphics. It also also created theoretical bases, thanks to which creative creating own visualisations became possible, artistic.