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3D modeling [N-UNCOUNT-U8] **3D modeling** is a process which allows video game designers to represent three-dimensional objects on a screen. modelowanie 3D

abstract [ADJ-U4] If something is abstract, it has little or no narrative content. abstrakcyjny

accessory [N-COUNT-U14] An accessory is a decorative fashion item that is not a necessary article of clothing, dodatek

ad space [N-UNCOUNT-U11] Ad space is open space in a publication or broadcast that companies can purchase to show advertisements. powierzchnia reklamowa

advertising [N-UNCOUNT-U11] Advertising is the act of publishing announcements designed to call attention to a product, service, or idea. reklamowanie

agency [N-COUNT-U11] An advertising agency is a company that creates and implements advertising for other companies. agencja

album cover [N-COUNT-U7] An album cover is the front of the packaging of an LP or CD. okładka płyty winylowej lub CD

animated [ADJ-U15] If media is animated, it means it contains moving pictures that are drawn rather than photographed. animowany

animation [N-COUNT-U4] An animation is a moving image that can be narrative or abstract. animacja

animator [N-COUNT-U8] An **animator** is a designer who designs the movement for characters and other elements in a video game. animator (osoba tworząca animacje)

apprentice [N-COUNT-U1] An **apprentice** is a person who agrees to work at a low wage or at no cost in order to learn the skills of a trade. praktykant, praktykantka

arcade [N-COUNT-U8] An arcade is a business that runs a variety of coin-operated games. automaty do gier zręcznościowych

art director [N-COUNT-U5] An **art director** is the person who manages the overall design of a publication as well as the design department of the publication. dyrektor artystyczny

backdrop [N-COUNT-U13] A **backdrop** is the texture, color, or overall look of the walls or other background objects in an interior. horyzont, prospekt, tho

background artist [N-COUNT-U8] A **background artist** is a designer who creates and designs video game background scenery. projektant tla, scenerii gier

banner [N-COUNT-U12] A banner is a temporary display usually made of fabric or another soft material. baner

billboard [N-COUNT-U11] A billboard is a large sign visible from the road that is available for advertisements. billboard, plakat reklamowy

binding [N-COUNT-U10] A binding is a covering that holds the pages of a book together. oprawa

booklet [N-COUNT-U7] A **booklet** is a small book typically packaged with CDs that contains information about the CD. książeczka (np. dołączona do płyty CD)

boxed set [N-COUNT-U7] A **boxed set** is a collection of several CDs that are packaged together into one box and often come with additional booklets or other promotional material. zestaw płyt

brand [N-COUNT-U11] A brand is a unique name or identifying feature that distinguishes the products of one company from any other. marka

branding [N-UNCOUNT-U6] **Branding** is the practice of using consistent design elements to create a cohesive and recognizable style for all of a corporation's documents and printed goods. branding, kreowanie marki

broadcast design [N-UNCOUNT-U4] **Broadcast design** is the art of designing station identifiers, logos, titles, and other media for use on television. projektowanie elementów medialnych dla telewizji

bumper [N-COUNT-U4] A **bumper** is a short promotional sequence designed to run between two television programs. rodzaj kilkusekundowej reklamy telewizyjnej (np. jaki film będzie zaraz wyświetlany)

business card [N-COUNT-U6] A **business card** is a small document printed with a person's name, contact information, and business logo. wizytówka

campaign [N-COUNT-U11] An advertising campaign is a collection of advertisements that are focused around one central theme. kampania

CD [N-COUNT-U7] A CD (compact disc) is a circular plastic disc on which albums are recorded and released. phyta CD

character artist [N-COUNT-U8] A character artist is a designer who designs and draws characters for a video game. artysta projektujący postacie w grach komputerowych

chart [N-COUNT-U9] A chart is a means of organizing information visually in the form of a table, diagram, or other system. wykres, tabela, diagram

clarity [N-UNCOUNT-U9] Clarity is the quality of being clear or easily understood. czytelność, przejrzystość

clutter [N-UNCOUNT-U9] Clutter is a collection of elements that make something appear messy or difficult to understand. nieład, zamęt

collateral [ADJ-U15] If information is collateral, it is supplementary to the primary document. drugorzędny

collectible [N-COUNT-U7] A **collectible** is an item that is considered valuable by collectors or by people who enjoy a particular subject or art form. przedmiot kolekcjonerski

collection [N-COUNT-U14] A fashion **collection** is a set of garments or accessories that are produced at the same time and usually designed around a central theme. kolekcja

commercial [ADJ-U13] If a space is commercial, it is designed for business purposes. komercyjny, handlowy

commercial [N-COUNT-U11] A commercial is a recorded advertisement for television or radio. reklama (w telewizji lub radiu)

commission [N-COUNT-U3] A **commission** is a job that a company does for a client, usually for a set fee that is agreed upon in advance. zlecenie

complement [N-COUNT-U15] A **complement** is a design facet that combines with another to create a cohesive whole. uzupełnienie, dopełnienie **concept artist** [N-COUNT-U8] A **concept artist** is a designer who develops the overall ideas for characters and settings in a video game.

artysta koncepcyjny (np. projektujący grę wideo)

concise [ADJ-U6] If something is concise, it is able to communicate a lot of information with just a few words or images. krótki, zwięzły

console [N-COUNT-U8] A console is the physical component of a home video game system. konsola

construction [N-UNCOUNT-U13] Construction is the process of building, usually homes or commercial spaces. budowanie

continuing education [N-UNCOUNT-U2] **Continuing education** is education consisting primarily of short-term or part-time courses provided for adults who are no longer enrolled in formal education. kształcenie ustawiczne

coordinated [ADJ-U12] If a group of people are coordinated, they work well together and have a common purpose. skoordynowany

copywriter [N-COUNT-U11] A **copywriter** is the person in charge of writing the text or slogan for an advertising campaign. autor tekstów reklamowych

corporate identity [N-COUNT-U6] A company's **corporate identity** is a combination of color schemes, designs, words, etc., that a firm uses to make a visual statement about itself and its business philosophy. tożsamość firmy

corporate philosophy [N-COUNT-U6] A **corporate philosophy** is a set of missions and values determined as goals and standards by a corporation. filozofia firmy

corporation [N-COUNT-U6] A corporation is a legal entity set up for commercial processes. korporacja

creative director [N-COUNT-U11] A creative director is the person in charge of the artistic aspect of an advertising campaign. dyrektor kreatywny

customer [N-COUNT-U6] A customer is someone who buys a product or service from a company. klient

deadline [N-COUNT-U5] A deadline is the date or time by which work needs to be completed. ostateczny termin

design management [N-UNCOUNT-U2] **Design management** is a means by which creative processes are controlled and supported in a business environment. zarządzanie designem

digital media [N-UNCOUNT-U15] Digital media is media stored electronically in a discontinuous format. media cyfrowe

diploma [N-COUNT-U1] A diploma is a degree conferred to indicate that a student has completed a given course of study. dyplom

direct [V-T-U12] To direct people means to show them which way to go. kierować

draft [V-T-U13] To draft something is the process of drawing a detailed plan for a project. robić szkic, wstępną wersję

draping [N-UNCOUNT-U14] Draping is the process of pinning fabric together on a mannequin to create a working model of a garment.

drapowanie, marszczenie materiału

editorial [N-COUNT-U5] An editorial is an article that is representative of the opinion of the author, artykuł wstępny

emblematic [ADJ-U7] If an album cover is **emblematic**, it represents, either literally or symbolically, the album it accompanies. emblematyczny, symboliczny

environmental design [N-UNCOUNT-U12] **Environmental design** is the process of planning and creating man-made features to complement the existing natural or man-made environment. **projektowanie środowiskowe**

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equivalency [N-UNCOUNT-U2] Equivalency is an alternative means of fulfilling a given course or degree requirement. ekwiwalent

exhibition [N-COUNT-U12] An **exhibition** is an organized event at which items or demonstrations of skill are presented to the public. wystawa

fashion designer [N-COUNT-U14] A fashion designer is a person who conceptualizes and creates fashion items. projektant mody

firm [N-COUNT-U3] A firm is a design company that is more business-oriented or multidisciplinary than a design studio. firma (np. projektowa)

fixture [N-COUNT-U13] A **fixture** is a permanent, immovable part of an interior, usually part of the lighting or plumbing. armatura, osprzęt, element instalacji

flyer [N-COUNT-U11] A flyer is a form of small printed advertisement that is posted in prominent places or delivered by hand to consumers.

flying logo [N-COUNT-U4] A flying logo is a network identifier that has been animated. animowane logo

formula [N-COUNT-U6] A formula is a convention which indicates designated areas for content and graphics in corporate design. formula, wzór

foundation year [N-UNCOUNT-U1] A **foundation year** is a year in which students sample many types of design and art forms. rok zerowy (jednoroczny kurs akademicki nastawiony na zdobycie niezdębnych kwalifikacji)

freelancer [N-COUNT-U3] A **freelancer** is a worker who is hired as temporary staff or on a job-by-job basis. wolny strzelec (pracownik niezależny wykonujący głównie projekty na zlecenie)

frequency [N-UNCOUNT-U5] Frequency is the rate at which a publication is published. częstotliwość

full-time faculty [N-COUNT-U2] Full-time faculty are faculty members whose full-time job is teaching. wykładowcy pracujący w pełnym wymiarze godzin

functional [ADJ-U12] If a design is functional, it was planned with practical use in mind. funkcjonalny

furniture [N-UNCOUNT-U13] **Furniture** is moveable items that serve a functional and decorative purpose, such as chairs, tables, and desks. meble

garment [N-COUNT-U14] A garment is an item of clothing. część garderoby, strój

generalist [N-COUNT-U3] A generalist is a worker who is hired for various jobs. pracownik znający się ogólnie na wszystkim

genre [N-COUNT-U7] A genre is a category of music characterized by similarities in style or content. gatunek

graduate [ADJ-U2] If a student is a **graduate** student, he or she has completed an undergraduate degree and chosen to continue their education to earn a graduate degree such as a doctorate or a master's degree. absolwent (uczelni wyższej)

graph [N-COUNT-U9] A graph is a means of conveying information in the form of an organized diagram. wykres, graf

graphics editor [N-COUNT-U5] A **graphics editor** is a worker who is responsible for producing information graphics such as charts, graphs, or maps. edytor grafiki

grid [N-COUNT-U6] A grid is an established layout which corporate designers use to create stationery, business cards, and other documents for a company. grid (siatka modułowa)

haute couture [N-UNCOUNT-U14] Haute couture is a kind of fashion where items are custom-made for an individual, using the highest quality materials and highly skilled workers. wykwintne krawiectwo

house style [N-COUNT-U10] A **house style** is a company's preferred layout for its publications standardowy układ graficzny materiałów publikowanych przez daną firmę

illustrator [N-COUNT-U10] An illustrator is a person who draws or designs images and pictures for publications. ilustrator

information flow [N-UNCOUNT-U9] **Information flow** is the way information is presented or organized that affects how easily it is understood. przepływ informacji

information graphics [N-COUNT-U9] **Information graphics** are visual representations of knowledge or data for the purposes of communicating information. infografika

informative [ADJ-U12] If a sign is informative, it means that it conveys information. bogaty w informacje

interactive [ADJ-U15] If a design is interactive, it means it will respond to the input of a user. interaktywny, wchodzący w interakcję

interface [N-COUNT-U15] An interface is the system through which a user interacts with a program or web page. interfejs

interior [N-COUNT-U10] An interior is the part of a book that includes the pages and inside covers. wnętrze (np. książki)

interior decorator [N-COUNT-U13] An **interior decorator** is a person who plans the moveable aesthetic components of an interior, such as color, furnishings, and window treatments. dekorator wnętrz

interior designer [N-COUNT-U13] An interior designer is a person who plans the overall look and structure of an interior, such as wall and window placement, projektant wnetrz

international style [N-UNCOUNT-U9] International style is a style of informative design that favors the use of few typefaces and grids and is based on mathematical proportions. styl międzynarodowy

internship [N-COUNT-U1] An internship is a temporary job in which students can gain practical work experience. praktyka (studencka)

jacket [N-COUNT-U10] A jacket is the outside or wrapping that goes around a book. obwoluta

jewel box [N-COUNT-U7] A jewel box is a square plastic case in which CDs are packaged. opakowanie na płytę typu Jewel Box

journalism [N-UNCOUNT-U5] Journalism is the practice of writing or editing for the purposes of publishing a periodical. dziennikarstwo

junior designer [N-COUNT-U5] A **junior designer** is a worker who is responsible for creating the design components of a publication, including features, columns, and inserts. młodszy projektant

kinetic [ADJ-U4] If an image is kinetic, it is an image that has motion. kinetyczny, ruchomy

kiosk [N-COUNT-U12] A kiosk is a small desk or display structure where people can purchase goods or get information. budka

liberal arts [N-UNCOUNT-U1] Liberal arts is an area of academic study that is knowledge-based and distinct from technical studies. nauki humanistyczne

lighting [N-UNCOUNT-U13] Lighting is the arrangement of light sources within a design. oświetlenie

liner notes [N-COUNT-U7] Liner notes are collections of information found in a CD booklet or on an album cover, usually listing the artist, producer, lyrics, and other information about the CD. informacje dodatkowe na okładce płyty lub w książeczce dołączonej do płyty (np. nazwisko artysty, producenta, tekst piosenek)

link [N-COUNT-U15] A link is a connection or reference point that users can follow to another document such as a web page. link, odnośnik

logo [N-COUNT-U6] A logo is a symbol which identifies a company clearly, instantaneously, and memorably. logo, znak firmowy

LP [N-COUNT-U7] An LP (long-play) is a grooved disc that is larger than a CD and is used to play music on a phonograph. plyta długogrająca

magazine [N-COUNT-U5] A magazine is a periodical that comes out on a weekly or monthly basis and focuses on a particular subject. czasopismo, magazyn

map [N-COUNT-U9] A map is a graphic representation of geographical data. mapa

mass-market [N-COUNT-U14] The mass-market is the general public, to whom products are sold in large numbers at low prices. rynek masowego odbiorcy

mass-market [ADJ-U10] If a book is mass-market, it is printed in a small paperback edition, usually cheaply and in high volumes. nastawiony na masowego odbiorcę

mobile gaming [N-UNCOUNT-U8] **Mobile gaming** is a format of video gaming which can be played on cell phones or other mobile devices. gry mobilne

motion [N-UNCOUNT-U4] **Motion** design is the discipline practiced by designers who create moving graphics either for titles or for graphic elements. ruchoma grafika

motion capture [N-UNCOUNT-U8] Motion capture is a technique in which actors wear special suits that capture their movements in a way that can be used to animate digital characters in video games or movies. przechwytywanie ruchu (technika analizy ruchów postaci i przenoszenia ich na komputer celem dalszej animacji)

multimedia [N-UNCOUNT-U1] Multimedia is a design platform that exists beyond a webpage or printed page, such as television, film, and video. multimedia

narrative [ADJ-U4] If something is narrative, it follows a logical sequence according to a story. narracyjny

navigation system [N-COUNT-U15] A **navigation system** is the system by which users can locate information within a web page or program. system nawigacji

newspaper [N-COUNT-U5] A newspaper is a publication that is published daily, weekly, or monthly, and focuses on news. gazeta

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niche [N-COUNT-U11] A niche is a specially targeted market for advertising, such as people of a certain profession or age range. nisza

optical house [N-COUNT-U4] An optical house is a studio of designers who create titles and trailers. studio projektantów

ordinance [N-COUNT-U12] An ordinance is a municipal law or regulation. rozporządzenie

packaging [N-UNCOUNT-U7] Packaging is any material used to wrap or protect goods. opakowanie

part-time faculty [N-COUNT-U2] Part-time faculty are faculty members who teach part time but work full time in the design industry. wykładowcy akademiccy zatrudnieni na niepełny etat

partnership [N-COUNT-U3] A partnership is a group of two or more individuals who agree to work together. partnerstwo

pattern [N-COUNT-U14] A pattern is a paper template from which pieces of material are cut. szablon

period [ADJ-U13] If something is period, it is related to design styles from a particular segment of history. z danego okresu

periodical [N-COUNT-U5] A periodical is any printed publication that is published on a regular basis. periodyk

pictorial sign symbol [N-COUNT-U9] A pictorial sign symbol is an easily recognizable icon used in graphic design to represent a simple concept. symbol graficzny

placement [N-UNCOUNT-U1] Placement is the act of assigning a student to an internship or apprenticeship. skierowanie na praktyki

polygon [N-COUNT-U8] A polygon is a basic shape which is used as a building element in digital video game design. wielokąt, wielobok

portfolio [N-COUNT-U1] A **portfolio** is a collection of completed works by a student intended to represent a student's talent and skill. **portfolio**

prerequisite [N-COUNT-U2] A **prerequisite** is a course that must be completed before admission to a program or class. kurs, którego ukończenie jest warunkiem koniecznym

print ad [N-COUNT-U11] A print ad is an advertisement in a newspaper or magazine. reklama (w gazecie, czasopiśmie)

printing [N-UNCOUNT-U1] Printing is the means of production by which paper designs are published. druk, drukarstwo

professional [ADJ-U10] If a book is **professional**, it is designed for an audience in a particular job or industry. zawodowy (np. książka dedykowana danej grupie zawodowej)

promotional [ADJ-U3] If material is **promotional**, it is designed and distributed with the purpose of advertising a company, product, or service. promocyjny

proprietor [N-COUNT-U3] A proprietor is a person who owns a design firm. właściciel

public [ADJ-U12] If an area is public, it is open to everyone. publiczny

publication [N-COUNT-U5] A publication is a printed or digital newspaper, magazine, or other type of periodical. publikacja, wydanie

publishing [N-UNCOUNT-U10] **Publishing** is the art of designing, printing, binding, and marketing a book or other publication. działalność wydawnicza

ready-to-wear [N-UNCOUNT-U14] **Ready-to-wear** is a kind of fashion where a small number of items are made from high quality materials and by highly skilled workers, but not custom tailored for an individual. ubrania gotowe do noszenia

record label [N-COUNT-U7] A **record label** is a company that oversees the recording and production of music albums. wytwórnia płytowa **reel** [N-COUNT-U4] A **reel** is a portfolio of film or television work. portfolio

referral [N-COUNT-U3] A **referral** is the act of directing a client to a design studio or firm that can satisfy the needs of a project. polecenie, skierowanie (w jakieś konkretne miejsce)

residential [ADJ-U13] If a space is residential, it is designed to be a private home. mieszkalny (teren, obszar)

revise [V-T-U15] To revise something is to update or change it. zmieniać, poprawiać

runway show [N-COUNT-U14] A **runway show** is a formal exhibit of a fashion collection in which models walk down a catwalk wearing items from the collection. pokaz mody

seminar [N-COUNT-U2] A seminar is a course taught on a specific topic that generally has a smaller class size than lectures. seminarium (zajęcia z małą grupą studentów)

sign [N-COUNT-U12] A sign is a display that has text or symbols to convey information. znak

sole proprietorship [N-COUNT-U3] A **sole proprietorship** is a type of business which is owned and operated by an individual. jednoosobowa działalność gospodarcza

specialist [N-COUNT-U3] A specialist is a worker who is hired to work in a specific area of an industry. specjalista

specialty [N-COUNT-U2] A specialty is a specific concentration within a program of study. specjalność

staffer [N-COUNT-U3] A staffer is an employee who works regularly for a company and is paid a salary. pracownik

standards manual [N-COUNT-U6] A **standards manual** is a guide that tells what layouts, typefaces, and colors should be used in designs for a specific company. podręcznik standardów

statistic [N-COUNT-U9] A statistic is a piece of information that is expressed as numerical data. dane statystyczne

structural [ADJ-U13] If part of a design is **structural**, it means it provides support and generally cannot be moved without affecting the integrity of the building. **strukturalny**

studio [N-COUNT-U3] A studio is where a group of designers work together. studio (miejsce, gdzie grupa projektantów pracuje razem)

stylist [N-COUNT-U14] A stylist is a person who selects garments and accessories to be worn by models in photographs and runway shows. stylista, stylistka

technology [N-UNCOUNT-U2] Technology is the hardware and software required to complete digital design projects. technologia

textbook [N-COUNT-U10] A textbook is a book that provides technical information and is used in educational environments. podręcznik

textile designer [N-COUNT-U14] A **textile designer** is a person who designs the weave and pattern of materials from which fashion items are made. projektant tkanin

texture artist [N-COUNT-U8] A **texture artist** is a designer whose job is to add detail and texture to the surfaces of 3D art in video games. artysta tekstur (np. w grach komputerowych)

theory [N-UNCOUNT-U1] Design theory is an understanding of what design is used for and how it functions. teoria

thesis [N-COUNT-U2] A thesis is a research project, which is usually the final degree requirement for a graduate degree. praca naukowa

time-based media [N-UNCOUNT-U15] **Time-based media** is media in which time is a necessary dimension, such as audio or video. media, w których czas jest istotnym elementem (np. film video)

title [N-COUNT-U4] A title is the sequence preceding or following a movie or television show. napisy (początkowe lub końcowe)

trade [ADJ-U10] If a book is **trade**, it is published by a commercial publisher and intended to appeal to a general readership. komercyjny, nastawiony na masową sprzedaż

trademark [N-COUNT-U6] A trademark is a unique logo that represents a company. znak towarowy

traditional [ADJ-U1] If a course of study is traditional, it allows students to work on design projects manually as well as digitally. tradycyjny

trailer [N-COUNT-U4] A trailer is a short film intended to promote a television show or a movie. zwiastun

tuition [N-UNCOUNT-U2] Tuition is the money charged by a school for instruction. czesne

typography [N-UNCOUNT-U10] Typography is the style and appearance of text in printed matter. typografia

undergraduate [N-COUNT-U1] An undergraduate is a student who is working towards earning his or her bachelor's degree. student na studiach licencjackich (przed otrzymaniem pierwszego tytułu naukowego)

utility [N-UNCOUNT-U9] Utility is the extent to which something is useful or informative. użyteczność, pożyteczność

video game [N-COUNT-U8] A video game is a game played electronically on a television screen or other digital display. gra wideo

virtual [ADJ-U15] If content is virtual, it exists only as electronic data. wirtualny

visual organization [N-UNCOUNT-U9] Visual organization is the means by which information is placed on a page in order to be appealing and easy to understand. układ elementów graficznych na stronie

wayfinding [N-UNCOUNT-U12] Wayfinding is the process of using signage to help people orient themselves in an environment.

wireless [ADJ-U15] If a device is wireless, it means it can communicate with other devices without needing a physical connection. bezprzewodowy

workshop [N-COUNT-U2] A workshop is an intensive course of a short duration intended to address a specific topic. warsztat, szkolenie praktyczne