

**Title:**

Collection of tasks to support the teaching 3D graphics education.

**Abstract:**

This Bachelor thesis is focused on the creation of methodical and work sheets supporting 3D computer graphics teaching. The thesis is divided into a theoretical part defining theoretical framework necessary for the correct creation of creative tasks and a practical part, which deals with the creation of methodical and work sheets that should serve as one of the resources for teachers and students in the area of acquiring and consolidating new knowledge. All methodical and work sheets are created with Cinema 4D.

**Key words:**

Learning task, Creative task, Cinema 4D.