

25141 - 2 and 3D Animation

Información del Plan Docente

Academic Year	2017/18
Faculty / School	301 - Facultad de Ciencias Sociales y Humanas
Degree	278 - Degree in Fine Arts
ECTS	6.0
Year	
Semester	Annual
Subject Type	Optional
Module	---

1.General information

1.1.Introduction

This course introduces students to the methods and different animation techniques as a system of image production. The main objective is to provide a knowledge base that allows the student to understand the works of animation in different production systems, and start a personal research.

1.2.Recommendations to take this course

1.3.Context and importance of this course in the degree

1.4.Activities and key dates

2.Learning goals

2.1.Learning goals

1. The student is able to recognize and tell apart the different techniques of animation.
2. The student is able to create and animate her/his own graphics or pictures, using the principles of animation.
3. The student is able to apply appropriate methodologies.
4. The student is able to use animation software as tool in the process of artistic creation.

2.2.Importance of learning goals

3.Aims of the course and competences

3.1.Aims of the course

3.2.Competences

4.Assessment (1st and 2nd call)

4.1.Assessment tasks (description of tasks, marking system and assessment criteria)

5.Methodology, learning tasks, syllabus and resources

5.1.Methodological overview

5.2.Learning tasks

5.3.Syllabus

5.4.Course planning and calendar

5.5.Bibliography and recommended resources