

## 25141 - 2 and 3D Animation

### Información del Plan Docente

<b>Academic Year</b>	2016/17
<b>Academic center</b>	301 - Facultad de Ciencias Sociales y Humanas
<b>Degree</b>	278 - Degree in Fine Arts
<b>ECTS</b>	6.0
<b>Course</b>	
<b>Period</b>	Annual
<b>Subject Type</b>	Optional
<b>Module</b>	---

### **1.Basic info**

#### **1.1.Recommendations to take this course**

#### **1.2.Activities and key dates for the course**

### **2.Initiation**

#### **2.1.Learning outcomes that define the subject**

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.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.

### **3.Context and competences**

#### **3.1.Goals**

#### **3.2.Context and meaning of the subject in the degree**

#### **3.3.Competences**

**3.4.Importance of learning outcomes****4.Evaluation****5.Activities and resources****5.1.General methodological presentation****5.2.Learning activities****5.3.Program****5.4.Planning and scheduling****5.5.Bibliography and recommended resources**