

## Course guide

### 804390 - PBL1A - Project 1: Stop Motion

Last modified: 12/07/2023

**Unit in charge:** Image Processing and Multimedia Technology Centre  
**Teaching unit:** 804 - CITM - Image Processing and Multimedia Technology Centre.  
**Degree:** BACHELOR'S DEGREE IN DESIGN, ANIMATION AND DIGITAL ART (Syllabus 2023). (Compulsory subject).  
**Academic year:** 2023    **ECTS Credits:** 6.0    **Languages:** Catalan, Spanish

#### LECTURER

**Coordinating lecturer:** López Caballero, Carolina  
**Others:** Bigas Tañà, Miquel

#### TEACHING METHODOLOGY

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#### LEARNING OBJECTIVES OF THE SUBJECT

- Identify the procedures involved in the management of audiovisual projects and be able to plan and manage a project using project management tools as support.
- Plan, conceive, deploy and direct projects in the field of design, animation and digital art, leading their implementation and continuous improvement and assessing their economic and social impact.
- Identify the basic characteristics of organizations and recognize the instruments and techniques, both for the generation of ideas and management, that allow solving known problems and generating opportunities, with a vision of process and market implementation that involves and involves stakeholders. others in projects that must be developed.
- Apply in the development of a project, the necessary theoretical and practical knowledge acquired in the subjects studied.
- Develop the personal and social skills appropriate for teamwork in the development of audiovisual projects and master them at the level corresponding to the current project.
- Use strategic knowledge and skills to create and manage projects, apply systemic solutions to complex problems and design and manage innovation in the organization.
- Develop audiovisual artistic and technological projects free of sexist stereotypes.

#### STUDY LOAD

Type	Hours	Percentage
Hours large group	30,0	20.00
Guided activities	12,0	8.00
Self study	90,0	60.00
Hours medium group	18,0	12.00

**Total learning time:** 150 h

## CONTENTS

### Fase 1. Introducción al stop motion

**Description:**

1. Introducción a la animación stop motion
2. Autores y títulos destacados
3. Gestión de proyectos 1
4. Introducción a la técnica del stop motion
5. Idea y Storyline

**Full-or-part-time:** 30h

Theory classes: 10h

Self study : 20h

### Fase 2. Preproducción: Localizaciones y plan de rodaje

**Description:**

- 1- Software y equipación fotográfica
- 2- Guion gráfico: Storyboard
- 3- Técnica fotográfica aplicada al stop motion (enfoque, profundidad de campo, nitidez)
- 4- Gestión de proyecto 2
- 5- Pitch de proyecto (2 sesiones)

**Full-or-part-time:** 35h

Theory classes: 15h

Self study : 20h

### Fase 3. Producción: Producción de imágenes

**Description:**

- 1- Producción de imágenes en localización exterior. Iluminación natural.
- 2- Producción de imágenes en localización interior. Iluminación natural e iluminación artificial.
- 3- Monográfico stop motion.
- 4- Producción de imágenes a plató y recursos técnicos.
- 5- Gestión de proyectos. Revisión plano de rodaje.
- 6- Análisis y revisión de imágenes producidas.

**Full-or-part-time:** 45h

Theory classes: 25h

Self study : 20h

### Fase 4. Postproducción

**Description:**

- 1- Montaje
- 2- Efectos visuales
- 3- Sonido y música
- 4- Corrección de color

**Full-or-part-time:** 40h

Theory classes: 15h

Self study : 25h



## GRADING SYSTEM

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## BIBLIOGRAPHY

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### Basic:

- Culhane, Shamus. Animation : from script to screen . New York : St. Martin's Press, 1988. ISBN 0-312-05052-6.

### Complementary:

- Duran, Jaume. El cine de animación estadounidense . Primera edición en formato digital: marzo 2016. ©2016. ISBN 9788491161318.