Course guide
804410 - PBL3A - Project 3: 3D Animation

Last modified: 08/02/2024

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:** Spanish

LECTURER

Coordinating lecturer: Pulpón, Carlos

Others:

TEACHING METHODOLOGY

- Project based learning. Individual and team work, with coordination and distribution of tasks to facilitate the development of the project. Students progress by applying the knowledge learned in the different subjects of the course, they look for the information they need, they consult the project teacher and the professors of the other subjects and learn new knowledge and resources applicable to the project. A part of the work takes place during the classes, and in this case the work is guided and supervised by the teacher. Another part is developed as a team, during class hours or during self-employment hours. Finally, another part is of individual work for the subsequent sharing.

- Group tutoring, explanation of the materials provided and work plan.

- Autonomous work. Students work autonomously, outside of class time, studying, reading, solving exercises or problems, developing practices.

- Report writing, public presentation and defense of the conclusions drawn and evaluation tests.

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

Total learning time: 150 h

CONTENTS

1. Introduction

Description:
1.1. Introduction to the subject
1.2. Evaluation system

Full-or-part-time: 12h 30m
Theory classes: 5h
Self study : 7h 30m

2. Preproduction

Description:
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Full-or-part-time: 25h
Theory classes: 10h
Self study : 15h

3. Introduction to the industry

Description:
3.1. Positions and roles
3.2. Pipeline and Departments
3.3. glossary

Full-or-part-time: 25h
Theory classes: 10h
Self study : 15h

4. Production

Description:
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Full-or-part-time: 25h
Theory classes: 10h
Self study : 15h

5. Lights and cameras

Description:
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Full-or-part-time: 25h
Theory classes: 10h
Self study : 15h

6. Postproduction

Description:
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Full-or-part-time: 25h
Theory classes: 10h
Self study : 15h

7. Demo reel and CV

Description:
content english

Full-or-part-time: 12h 30m
Theory classes: 5h
Self study : 7h 30m

GRADING SYSTEM

Participation 10%
Practices 50%
Final delivery 40%