Degree competences to which the subject contributes

Specific:
CEVJ 7. Master the wide range of professional tools in the sector for developing all kinds of digital content.

CEVJ 8. Design, model, texturise and animate 2D and 3D objects, characters and scenes for inclusion in digital projects, audiovisual sequences and video games.

CEVJ 9. Apply advanced modelling and animation, post-production and special effects techniques to the creation of digital content and/or its inclusion in a video game project.

Transversal:
04 COE N2. EFFICIENT ORAL AND WRITTEN COMMUNICATION - Level 2. Using strategies for preparing and giving oral presentations. Writing texts and documents whose content is coherent, well structured and free of spelling and grammatical errors.

06 URI N3. EFFECTIVE USE OF INFORMATION RESOURCES - Level 3. Planning and using the information necessary for an academic assignment (a final thesis, for example) based on a critical appraisal of the information resources used.

07 AAT N3. SELF-DIRECTED LEARNING - Level 3. Applying the knowledge gained in completing a task according to its relevance and importance. Deciding how to carry out a task, the amount of time to be devoted to it and the most suitable information sources.

05 TEQ. TEAMWORK. Being able to work as a team player, either as a member or as a leader. Contributing to projects pragmatically and responsibly, by reaching commitments in accordance to the resources that are available.

Prior skills

Basic knowledgement of polygonal modeling and 3d animation.

Learning objectives of the subject

To understand the theory of character design.
To plan characters and environments adapting to every possible mechanic, aesthetic and narrative combinations.
To understand the work methodology used by professional videogame studios and analyze the importance of teamwork.
To know commonly used techniques applied to character and level design.
To strengthen the modeling, texturing and animation basics.
To use the subject learning to create professional high quality 3d model designs. To do the exercises proposed in class applying the correct structure, presentation and planification and maintaining a good orthographic and grammatical level.

<table>
<thead>
<tr>
<th>Study load</th>
<th>Hours large group:</th>
<th>Hours medium group:</th>
<th>Hours small group:</th>
<th>Guided activities:</th>
<th>Self study:</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Total learning time:</strong> 150h</td>
<td>0h</td>
<td>60h</td>
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<td>90h</td>
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</tbody>
</table>
# Content

## Design

**Description:**
- Game design
- Character design
- Level design
- Concept art and references

**Specific objectives:**
To design an interesting character.

**Learning time:** 20h
- Practical classes: 8h
- Self study: 12h

## Modeling and Texturing

**Description:**
- Polygonal modeling
- Digital sculpt
- Retopologize and UVs

**Specific objectives:**
To create a professional quality level character

**Learning time:** 40h
- Practical classes: 16h
- Self study: 24h

## Game level

**Description:**
- Game level construction
- VR environments

**Specific objectives:**
To create a simple environment for the character

**Learning time:** 20h
- Practical classes: 8h
- Guided activities: 6h
- Self study: 6h
### Animation

**Learning time:** 40h  
Practical classes: 16h  
Self study: 24h

**Description:**  
- Rigging  
- Skinning  
- Character animation  
- Mocap

**Specific objectives:**  
Improving the character presentation through a pose or animation

### Portfolio

**Learning time:** 20h  
Practical classes: 8h  
Self study: 12h

**Description:**  
- 3d portfolio  
- Online platforms  
- Good practices

**Specific objectives:**  
Create a professional portfolio
Bibliography

Basic:


Others resources:

Hyperlink

https://creative.pluralsight.com
Resource

https://www.cgtrader.com/
Resource

http://www.cgchannel.com/
Resource

http://www.zbrushcentral.com/
Resource