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.
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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>18h</th>
<th>12.00%</th>
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<tbody>
<tr>
<td></td>
<td>Hours medium group:</td>
<td>30h</td>
<td>20.00%</td>
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<td></td>
<td>Hours small group:</td>
<td>0h</td>
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<tr>
<td>Guided activities:</td>
<td>12h</td>
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<tr>
<td>Self study:</td>
<td>90h</td>
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<td>60.00%</td>
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## Content

<table>
<thead>
<tr>
<th>Section</th>
<th>Learning time</th>
<th>Description</th>
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</thead>
</table>
| **Design**               | 20h           | Practical classes: 8h  
                           | Self study: 12h |
| **Modeling and texturing** | 40h           | Practical classes: 16h  
                           | Self study: 24h |
| **Game level**           | 20h           | Practical classes: 8h  
                           | Guided activities: 6h  
                           | Self study: 6h |
| **Animation**            | 40h           | Practical classes: 16h  
                           | Self study: 24h |

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

- Polygonal modeling  
- Digital sculpt  
- Retopologize and UVs  

- Game level construction  
- VR environments  

- Rigging  
- Skinning  
- Character animation  
- Mocap
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<table>
<thead>
<tr>
<th>Portfolio</th>
<th>Learning time: 20h</th>
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<tbody>
<tr>
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<td>Practical classes: 8h</td>
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<tr>
<td></td>
<td>Self study: 12h</td>
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</tbody>
</table>

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

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

**Bibliography**

**Basic:**

**Others resources:**

**Hyperlink**
- [https://creative.pluralsight.com](https://creative.pluralsight.com)
  Resource
- [https://www.cgtrader.com/](https://www.cgtrader.com/)
  Resource
  Resource
  Resource