Course guides  
804333 - A2D-A - 2D Animation

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 2017). (Compulsory subject).

Academic year: 2021  ECTS Credits: 6.0  Languages: Spanish

LECTURER

Coordinating lecturer: García Mena, Víctor Daniel

OTHERS:

DEGREE COMPETENCES TO WHICH THE SUBJECT CONTRIBUTES

Specific:
CEAAD 3. (ENG) Master the wide range of professional tools in the sector for developing all kinds of digital content.
CEAAD 6. (ENG) Design, model, texturise and animate 2D and 3D objects, characters and scenes for inclusion in digital projects, audiovisual sequences and video games.

TEACHING METHODOLOGY

LEARNING OBJECTIVES OF THE SUBJECT

- Show understanding of the basic concepts and procedures involved in 2D and 3D animation, as well as the mathematical and physical foundations.
- Show ability to analyze movement in objects, humans and animals and ability to apply computer animation techniques and their mathematical and physical foundations in 2D and 3D animation.
- Show knowledge and mastery of procedures, techniques, technologies and graphic software and ability to select the most appropriate in each case and to apply them, in the process of composition and animation of 2D and 3D objects and characters in the creation of audiovisual sequences and videogames.
- Show knowledge of the phases of creation of a 2D or 3D movie and ability to plan the process.

STUDY LOAD

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<tr>
<th>Type</th>
<th>Hours</th>
<th>Percentage</th>
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<tbody>
<tr>
<td>Guided activities</td>
<td>16,0</td>
<td>10.67</td>
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<tr>
<td>Self study</td>
<td>90,0</td>
<td>60.00</td>
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<tr>
<td>Hours medium group</td>
<td>26,0</td>
<td>17.33</td>
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<tr>
<td>Hours large group</td>
<td>18,0</td>
<td>12.00</td>
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Total learning time: 150 h
## CONTENTS

<table>
<thead>
<tr>
<th>Title English</th>
</tr>
</thead>
<tbody>
<tr>
<td>Description:</td>
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<td>Theory classes:</td>
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Description:
content english

Full-or-part-time: 6h
Theory classes: 2h
Practical classes: 4h

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title english

Description:
content english

Full-or-part-time: 6h
Theory classes: 2h
Practical classes: 4h

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title english

Description:
content english

Full-or-part-time: 4h
Theory classes: 2h
Practical classes: 2h

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8 - Scene Composition. Effects. Camera movements

Description:
content english

Full-or-part-time: 7h
Theory classes: 3h
Practical classes: 4h

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title english

Description:
content english

Full-or-part-time: 2h
Theory classes: 2h

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ACTIVITIES

name english

Full-or-part-time: 4h
Practical classes: 4h
name english

Full-or-part-time: 6h
Practical classes: 6h

P03. 2d animation demo reel

Full-or-part-time: 8h
Practical classes: 8h

GRADING SYSTEM

[ENG] • P01: 10%
• P02: 15%
• P03: 15%
• 1er Parcial: 20%
• Examen final: 30%
• Participación y actitud de aprendizaje (PAA): 10%

Para poder superar la asignatura mediante evaluación continua se deberán entregar al menos 2 prácticas de las 3 propuestas en la guía docente.

RE-EVALUACIÓN
Los alumnos que no superen la asignatura mediante la evaluación continua, tendrán la posibilidad de presentarse a la prueba de reevaluación. En esta prueba se reevalúan las notas correspondientes a EP (Examen parcial 20%) y EF (Examen final 30%). Las prácticas (EP) y nota de PAA no se reevalúan. La nota final de asignatura que resulte no podrá superar el 5.

BIBLIOGRAPHY

Basic:

Complementary:

RESOURCES

Other resources:
Harmony Premium