

Bachelor's degree in Design, Animation and Digital Art

Graduates of this **bachelor's degree in Design, Animation and Digital Art** will develop the artistic and creative side and apply new image, art and animation technologies to the latest media. They will work on projects involving digital design, animation and modelling of scenes, characters, interactive objects and graphical interfaces, taking in a range of fields such as art, communication and advertising.

You will work with different formats, languages and visual content, such as photography, lighting, cinematography, interactive applications and video games, and get the technical grounding needed for creative digital processing in each format. At the same time, you will develop ties to the industry of digital design, animation and gamification and you will apply your knowledge of management, entrepreneurship and marketing in both individual projects and multidisciplinary teams working in the professional design and digital art market.

GENERAL DETAILS

Duration

3 years

Study load

180 ECTS credits (including the bachelor's thesis). One credit is equivalent to a study load of 25-30 hours.

Delivery

Face-to-face

Fees and grants

€6360 (academic year) [Consult the public fees system based on income \(grants and payment options\)](#).

Location

[Image Processing and Multimedia Technology Centre \(CITM\)](#)

ADMISSION

Places

40

Registration and enrolment

[What are the requirements to enrol in a bachelor's degree course?](#)

Legalisation of foreign documents

All documents issued in non-EU countries must be [legalised and bear the corresponding apostille](#).

PROFESSIONAL OPPORTUNITIES

Professional opportunities

- 2D and 3D animation artist.
- Audiovisual content designer and manager for marketing and communication.
- Visual effects producer.
- Digital art, photography and lighting director and technician.
- Graphic designer.
- Character developer.
- CGI and image processing specialist.
- Graphic digitisation specialist.
- Advertising creative.
- Digital gamification specialist.

Academic calendar

[General academic calendar for bachelor's, master's and doctoral degrees courses](#)

Academic regulations

[Academic regulations for bachelor's degree courses at the UPC](#)

Language certification and credit recognition

Queries about [language courses and certification](#)

Image Processing and Multimedia Technology Centre (CITM)

CURRICULUM

Subjects	ECTS credits	Type
FIRST COURSE		
3D Modeling	6	Compulsory
Audiovisual Narrative	6	Compulsory
Character Design	6	Compulsory
Design Fundamentals	6	Compulsory
Digital Art Industry	6	Compulsory
Graphic Design	6	Compulsory
History of Art	6	Compulsory
Illustration and Conceptual Art	6	Compulsory
Lighting	6	Compulsory
Project 1	6	Compulsory
SECOND COURSE		
2D Animation	6	Compulsory
3D Animation	6	Compulsory
3D Scenarios	6	Compulsory
Advertising	6	Compulsory
Digital Treatment	6	Compulsory
Interfaces Design	6	Compulsory
Photography	6	Compulsory
Postproduction and Visual Effects	6	Compulsory
Project 2	6	Compulsory
User Experience	6	Compulsory
THIRD COURSE		
3D Video Games	6	Optional
Advanced Animation	6	Optional
Advanced Postproduction	6	Optional
Animation and Stop Motion	6	Optional

Subjects	ECTS credits	Type
Art Direction and Communication	6	Compulsory
Cinematography	6	Optional
Creative Lab	6	Optional
Digital Creativity	6	Optional
Distribution and Business Models	6	Compulsory
Fundamentals, Design and Sound Editing	6	Optional
Game Design	6	Optional
Interactive Applications	6	Compulsory
Narratives for Real-Time	6	Optional
Project 3	6	Compulsory
Serious-Games Design	6	Optional
Specialization Block in Applied Multimedia Technologies V	6	Optional
Transmedia Production	6	Optional
Bachelor's Thesis	12	Project