

Teaching guide

IDENTIFICATION DETAILS

Degree:	Audio-Visual Communication		
Field of Knowledge:	Social and Legal Science		
Faculty/School:	Communication Science		
Course:	DIGITAL EDITING AND POST-PRODUCTION II		
Type:	Compulsory	ECTS credits:	6
Year:	3	Code:	3030
Teaching period:	Fifth semester		
Area:	Postproduction Tools (Multimedia Design)		
Module:	Tools of Communication and Applied Technology		
Teaching type:	Classroom-based		
Language:	Spanish		
Total number of student study hours:	150		

SUBJECT DESCRIPTION

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SKILLS

Basic Skills

Students must have demonstrated knowledge and understanding in an area of study that is founded on general secondary education. Moreover, the area of study is typically at a level that includes certain aspects implying knowledge at the forefront of its field of study, albeit supported by advanced textbooks

Students must be able to apply their knowledge to their work or vocation in a professional manner and possess skills that can typically be demonstrated by coming up with and sustaining arguments and solving problems within their field of study

Students must have the ability to gather and interpret relevant data (usually within their field of study) in order to make judgments that include reflections on pertinent social, scientific or ethical issues

Students must be able to convey information, ideas, problems and solutions to both an expert and non-expert audience

Students must have developed the learning skills needed to undertake further study with a high degree of independence

General Skills

To be able to implement and master technology applied to the field of audio-visual and multimedia communication.

Specific skills

To acquire an ability to use the computer resources, information and communication technologies and techniques related to the various combined or interactive (multimedia) platforms or systems.

Adquirir la capacidad para integrar elementos 3D y efectos visuales en proyectos audiovisuales, utilizando tanto After Effects como Maya, asegurando cohesión y realismo en las producciones.

Fomentar la capacidad de innovación y creatividad en el diseño visual, aplicando principios estéticos y técnicas avanzadas para desarrollar proyectos audiovisuales únicos y atractivos.

DISTRIBUTION OF WORK TIME

CLASSROOM-BASED ACTIVITY	INDEPENDENT STUDY/OUT-OF-CLASSROOM ACTIVITY
60 hours	90 hours