

Teaching guide

IDENTIFICATION DETAILS

Degree:	Videogame Creation and Narration		
Field of Knowledge:	Social and Legal Science		
Faculty/School:	Communication Science		
Course:	INTERACTIVE ANIMATION		
Type:	Compulsory	ECTS credits:	6
Year:	2	Code:	4659
Teaching period:	Third semester		
Area:	Artistic Expression		
Module:	Processes of Creation and Digital Expression		
Teaching type:	Classroom-based		
Language:	Spanish		
Total number of student study hours:	150		

SUBJECT DESCRIPTION

Por un lado introduce al alumno en el arte de la creación de animaciones 2D estudiando los principios básicos que la rigen y por otro al uso y control de estas animaciones en el proceso de desarrollo de un videojuego en Unity.

Esta asignatura tendrá continuidad en las asignaturas de "Uso y Manejo de Editores y Motores Gráficos" y "Animación 3D".

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

Ability to master information and communication technologies and to apply them in the videogame industry.

Specific skills

Capacity to develop the perseverance necessary to resolve the difficulties inherent in the production of a videogame.

Capacity to design animation models for implementation in a videogame.

DISTRIBUTION OF WORK TIME

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