

Degree programme	Type	Course
Interactive Communication	OB	3

Contact lecturer

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Teaching staff

Lluís Domingo Soler

Group languages

You can consult this information at the [end](#) of the document.

Prerequisites

Have passed the credits of the subject "Fundamentals of animation"

Objectives

Improve knowledge of 3D animation techniques

Learning outcomes

1. Distinguish the salient features in all types of documents within the subject.
2. Cross-check information to establish its veracity, using evaluation criteria.
3. Submit course assignments on time, showing the individual and/or group planning involved.
4. Find what is substantial and relevant in documents of all types on the fundamental principles of animation.
5. Plan and conduct academic studies on animation for the virtual world.
6. Apply the concepts of physics and mathematics to create and animate credible characters.
7. Show expertise in shot composition and character creation, and in the techniques of facial animation.
8. Animate characters in 2D and 3D, beginning with manual methods and eventually using the most sophisticated software in existence.
9. Identify situations in which a change or improvement is needed.
10. Propose new methods or well-founded alternative solutions.
11. Propose projects and actions that are in accordance with the principles of ethical responsibility and respect for fundamental rights and obligations, diversity and democratic values.
12. Propose projects and actions that incorporate the gender perspective.

13. Communicate using language that is not sexist or discriminatory.
14. Analyse the sex-/gender-based inequalities and gender bias in one's own area of knowledge.
15. Consider how gender stereotypes and roles impinge on the exercise of the profession.
16. Analyse a situation and identify its points for improvement.
17. Weigh up the risks and opportunities of both one's own and other people's proposals for improvement.
18. Propose new ways to measure the success or failure of the implementation of innovative proposals or ideas.
19. Students can apply the knowledge to their own work or vocation in a professional manner and have the powers generally demonstrated by preparing and defending arguments and solving problems within their area of study.

Contents

- Introduction to advanced animation
- Pipeline, workflow and roles within the industry
- Conceptualization and preparation of the animation
- CGI software
- 3D modeling
- Shading, lighting, cameras and rendering
- Rigging
- Basic animation
- Dynamic animation
- Simulations and effects
- Composition
- Resources

Learning activities and methodology

Title	Hours	ECTS	Learning outcomes
Project production	87	3.48	1, 2, 3, 5, 6, 7, 8, 11, 12, 13, 14, 15, 18
Preparation of the final presentation	6	0.24	1, 2, 3, 4, 11, 13, 15, 19
Master classes with ICT support	15	0.6	9, 10, 11, 16, 17, 18
Laboratory practices	30	1.2	3, 5, 6, 7, 8, 12, 13, 15
Pitching	3	0.12	3, 11, 13

The main theme of the course will be the creation of a group animation project. The student will have to carry out

The course content will be sensitive to issues related to gender perspective and the use of inclusive language.

Annotation: within the schedule set by the centre or degree programme, 15 minutes of one class will be reserved for students to evaluate their lecturers and their courses or modules through questionnaires.

Assessment

Continuous assessment activities

Title	Weight	Hours	ECTS	Learning outcomes
Class attendance and participation	20%	3	0.12	1, 2, 3, 12, 13, 14, 15, 19
Delivery of individual works	30%	3	0.12	3, 4, 9, 10, 11, 14, 16, 17, 18
Final project	50%	3	0.12	1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19

Evaluation

This course does not have a single evaluation system.

The evaluation will be distributed as follows:

- Class attendance and participation (20%)
- Individual practical exercises (30%)
- Final project (50%)

The final project will be worked on throughout the semester and will be presented in an oral presentation.

In order to be able to evaluate the final project it is mandatory to deliver all the practical exercises within the indicated deadlines and conditions.

It is necessary to pass each concept (final project, practical exercises and attendance) in order to be able to carry out the general evaluation of the course.

Retake

Students will have the right to retake the course if they have been evaluated on the set of activities whose weight is equivalent to a minimum of 2/3 of the total grade of the course. In order to be eligible for the recovery of the course, the student must have obtained an average grade of 3.5. The activities that are excluded from the recovery process are the individual practical exercises.

Plagiarism or irregularities

In case the student makes any irregularity that may lead to a significant variation in the grade of an evaluation act, this evaluation act will be graded with 0, regardless of the disciplinary process that may be instigated. In case of several irregularities in the evaluation acts of the same subject, the final grade of this subject will be 0.

Artificial intelligence

In this course, the use of Artificial Intelligence (AI) technologies is permitted as an integral part of assignment development, provided that the final outcome demonstrates a significant contribution from the student in terms of analysis and personal reflection. Students must clearly identify any content generated using AI, specify the tools employed, and include a critical reflection on how these technologies have influenced both the process

and the final result of the assignment. Failure to disclose the use of AI in this assessed activity will be considered a breach of academic integrity and may result in a partial or total penalty to the assignment grade, or more serious sanctions in severe cases.

Bibliography

Williams, Richard. The Animator's Survival Kit (Expanded Edition)

Software

We will use the 3D animation software Blender.

Course groups and languages

The information provided is provisional until November 30. After this date, you will be able to consult the language of each group through this [link](#). To access the information, you will need to enter the course CODE

Type of teaching	Group	Language	Semester	Shift
(TE) Theory	6	Catalan	second semester	afternoon
(PLAB) Practical laboratories	61	Catalan	second semester	afternoon
(PLAB) Practical laboratories	62	Catalan	second semester	afternoon