UAB
Universitat Autònoma de Barcelona

Basic Character Modelling

2026/2027

Code: 104758
Credits: 6

Degree programme	Type	Course
Interactive Communication	OP	4

Contact lecturer

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Group languages

You can consult this information at the end of the document.

Prerequisites

It is necessary to have taken the subject of Advanced Animation or to have basic knowledge of 3D editing software.

Objectives

We will focus on the process of character creation: from conceptualization, basic design, modeling of a physical model and the transition to a 3D digital environment.

Learning outcomes

1. Interpret and discuss documents on the main theories on virtual environments.
2. Plan and execute academic projects in the field of virtual environment theory.
3. Present a summary of the studies made, orally and in writing.
4. Show expertise in operating the relevant computer programmes.
5. Master the techniques of character modelling.
6. Design objects that combine aesthetic norms with perfect technical functionality.
7. Identify the specific features of the design, creation, integration and animation of digital objects (2D and 3D) and specific tools from both a conceptual and a practical perspective.
8. Create animated characters that are expressive and of high aesthetic quality.
9. Distinguish the salient features in all types of documents within the subject.
10. Cross-check information to establish its veracity, using evaluation criteria.
11. Form part of groups working on virtual-production projects.
12. Submit course assignments on time, showing the individual and/or group planning involved.
13. Propose new methods or well-founded alternative solutions.
14. 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.
15. Propose projects and actions that incorporate the gender perspective.
16. Communicate using language that is not sexist or discriminatory.
17. Analyse a situation and identify its points for improvement.
18. Weigh up the risks and opportunities of both one's own and other people's proposals for improvement.

Contents

Anatomy

- Basic proportions and shapes
- Muscle and bone groups
- Expression, movement and forms

The language of forms

- Action and movement
- Expression

Character design

- 2D design
- Physical model

3D modeling

- Basic modeling
- Secondary elements
- Details

Shading

- Color palette
- Textures
- Lighting

Rigging

- Basic skeleton
- Pose and attitude

Learning activities and methodology

Title	Hours	ECTS	Learning outcomes
Master classes with practical exercises	15	0.6	7
Laboratory practices	33	1.32	4, 5
Evaluation	3	0.12	12
Tutorships (individual or group face-to-face activity aimed at solving learning problems)	10	0.4	13, 17
Practical exercise	38	1.52	

The pivot theme of the subject will be the creation of a character.

Students will have to deliver multiple exercises distributed in the different stages of the creative process.

We will introduce related concepts through the analysis of case studies and the creation of the character.

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

A detailed schedule outlining the content of each session will be presented on the first day of the course and will be available on the course's Virtual Campus, where students will find all teaching materials and necessary information for efective course monitoring. Should the teaching modality change for reasons of force majeure according to the competent authorities, the teaching staf will inform students of any modifications to the course schedule and teaching methodologies.

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%	15	0.6	1, 3, 7, 9, 10, 13, 15, 16, 17
Individual practical final project	50%	3	0.12	6, 8, 11, 12
Individual practical exercises	30%	33	1.32	2, 4, 5, 7, 12, 13, 14, 17, 18

Assessment

This subject does not have a single assessment system.

The assessment will be distributed as follows:

- Attendance and participation in class and demonstration of having acquired theoretical knowledge (20%)
- Individual practical exercises (30%)
- Final project (50%)

The final project will be worked on throughout the semester and will be presented in a professional oral presentation (Pitch).

Attendance at the sessions of this subject is mandatory.

In order to assess the final project, it is mandatory to submit all the practical exercises within the indicated deadlines and conditions.

Each concept (final project, practices and attendance/theory) must be approved in order to be able to make the general assessment of the subject.

Retake

Students will have the right to retake the subject if they have been assessed for the set of activities whose weight is equivalent to a minimum of 2/3 of the total grade for the subject.

In order to be able to retake the subject, the average grade must be 3.5.

The activities that are excluded from the retake process are individual practical exercises.

Plagiarism or irregularities

If the student carries out any irregularity that could lead to a significant variation in the grade of an assessment act, this assessment act will be graded 0, regardless of the disciplinary process that may be instructed. In the event that several irregularities occur in the assessment acts of the same subject, the final grade for this subject will be 0.

Artificial Intelligence

For this subject, the use of Artificial Intelligence (AI) technologies is allowed exclusively in support tasks, such as bibliographic or information searches, text correction or translations. Students must clearly identify which parts have been generated with this technology, specify the tools used and include a critical reflection on how these have influenced the process and the final result of the activity. The lack of transparency of the use of AI in this assessable activity will be considered a lack of academic honesty and may lead to a partial or total penalty in the grade of the activity, or greater sanctions in serious cases.

Bibliography

The Animator's survival kit / Richard Williams

Williams, Richard, 1933-2009

https://bibcercador.uab.cat/permalink/34CSUC_UAB/avjcib/alma991001433279706709

During the course, complementary bibliography will be recommended according to the syllabus.

Software

We will use the open-source 3D editing software "Blender" (https://www.blender.org)

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	first semester	afternoon
(PLAB) Practical laboratories	61	Catalan	first semester	afternoon