



## Information about the subject

**Degree:** Degree in Design and Narration in Animation and Video games

**Faculty:** Faculty of Legal, Economic and Social Sciences

**Code:** 2050433 **Name:** Post Production Visual Effects

**Credits:** 6,00 **ECTS** **Year:** 4 **Semester:** 1

**Module:** POST-PRODUCTION

**Subject Matter:** ANIMATION AND POST-PRODUCTION **Type:** Compulsory

**Department:** Multimedia and Digital Arts

**Type of learning:** Classroom-based learning

**Languages in which it is taught:**

**Lecturer/-s:**



## Module organization

### POST-PRODUCTION

Subject Matter	ECTS	Subject	ECTS	Year/semester
ANIMATION AND POST-PRODUCTI ON	24,00	2D Animation	6,00	3/1
		Motion Graphics	6,00	2/1
		Post Production Visual Effects	6,00	4/1
		Video and audio editing and compositing	6,00	3/2



## Learning outcomes

At the end of the course, the student must be able to prove that he/she has acquired the following learning outcomes:

- R1 To develop two-dimensional animations and resources to be used as material in the development of animation projects and/or videogames.
- R2 To use the expressive language of audio-visual narrative in animation and/or digital video projects.
- R3 To use the specific vocabulary related to the field of two-dimensional animation in the projects developed in the subject.
- R4 To develop two-dimensional animations, following the project methodology of animation projects.
- R5 To apply the theoretical foundations of movement and animation in the projects developed in the subject.
- R6 To animate characters and the different elements of a 2D animation project for video games.
- R7 To develop a 2D animation project for videogames, controlling time, rhythm and action.
- R8 To develop motion graphics (covers, interfaces, credit titles, etc.) for animation or video projects for video games.
- R9 To employ audio and sound effects in the composition of video and/or motion graphics.
- R10 To apply the knowledge acquired in the course on retouching and basic colour adjustment in videos and/or motion graphics.
- R11 To use software and basic techniques related to motion graphics animation for animation or video projects for video games.
- R12 To use the specific vocabulary related to the field of motion graphics in the projects developed in the subject.
- R13 To develop original ideas and proposals related to digital audio and video in animation and videogame projects.
- R14 To use the specific vocabulary of editing and post-production in the projects developed in the subject.
- R15 To apply the principles and fundamentals of editing and audio-visual language in the projects developed in the subject.



- R16 To elaborate rhythmic bases and sound effects for animation or videogame projects.
- R17 To use with an expressive purpose, the different types of audio-visual sound in animation or video projects for videogames.
- R18 To use specific software in the field of non-linear audio and video editing, in animation or video projects for videogames.
- R19 To create original audio-visual effects that are aesthetically appropriate to the requirements of the projects developed in the subject.
- R20 To use specific vocabulary of editing and post-production of visual effects in the development of the projects of the subject.
- R21 To elaborate simulations and two-dimensional visual effects (fog, smoke, fire, etc.) for animation or videogame projects.
- R22 To create the necessary resources to create visual effects for videogames.
- R23 To develop three-dimensional elements and resources to be used in simulations or visual effects (smoke, dust, fluids, explosions, lens effects, etc.)for animation or video games.
- R24 To apply video and audio special effects in animation and/or video projects for videogames.



## Competencies

Depending on the learning outcomes, the competencies to which the subject contributes are (please score from 1 to 4, being 4 the highest score):

BASIC		Weighting			
		1	2	3	4
B2	Students to apply their knowledge to their job or vocation in a professional manner and to possess competences that are usually shown through the elaboration and defence of arguments and problem-solving within their area of study.				X
B4	Students to transmit information, ideas, problems and solutions to a specialised and non-specialised audience.				X
B5	Students to have developed those learning skills needed to undertake subsequent studies highly autonomously.				X

GENERAL		Weighting			
		1	2	3	4
G1	To develop original and innovative ideas and proposals in the area of design and narrative of animation and videogames in the required work in a project, combining conceptual and technical aspects.				X
G2	To collaborate in teams that adopt interdisciplinary roles in the elaboration of animation and videogames projects.				X
G5	To use a specific and inclusive vocabulary in the area of expertise of the degree.				X

SPECIFIC		Weighting			
		1	2	3	4
E14	To create basic animations in 2D that allow the development of headings and animations of a bidimensional videogame.				X
E15	To edit audio and video related to animation and videogames.				X



E16	To design the visual graphic and the elements related to the user (covers and interfaces).				X
E17	To make the production of special effects, at a basic level, to be applied in virtual characters and scenarios of animation and videogames such as smoke, fire, mist, explosions and others).				X
E19	To prepare resources analytically in two and three dimensions susceptible to be included in projects of animation and videogames.				X

## Assessment system for the acquisition of competencies and grading system

Assessed learning outcomes	Granted percentage	Assessment method
	40,00%	Written tests
	60,00%	Elaboration of projects

### Observations

#### Single assessment

According to article 9 of the General Regulations for the Evaluation and Grading of Official Courses and Own Degrees of the UCV, the continuous assessment system is the preferred assessment system at the UCV. Art. 10 allows, however, for those students who, in a justified and accredited manner, state their inability to attend in person (or to synchronous communication activities for virtual and/or hybrid teaching modalities), their extraordinary assessment in the so-called single assessment. This single assessment must be requested within the first month of each semester from the Dean's Office of the Faculty through the Vice-Deans or Master's Directors, who are responsible for the express decision on the admission of said request from the student concerned. In this subject, single assessment is not accepted as an option to pass the subject. The reason is that continuous tutoring by the teacher and face-to-face monitoring of the practices proposed in the subject are required to obtain the learning results provided for in the teaching guide.



## CLASS ATTENDANCE IN FACE-TO-FACE DEGREES

In accordance with the development guidelines of the General Regulations for the Evaluation and Qualification of Official Teachings and Own Degrees of the UCV, in face-to-face degrees, class attendance with a minimum of 80% of the sessions of each subject will be required as a requirement to be evaluated. This means that, if a student does not attend the sessions of each subject, in a percentage greater than 20%, he/she will not be able to be evaluated, neither in the first nor in the second call, unless the person responsible for the subject, with the approval of the person responsible for degree, in view of duly justified exceptional circumstances, exempt from the minimum attendance percentage. The same criterion will be applicable for hybrid or virtual degrees in which teachers must maintain the same percentage in the requirement of "presence" in the different training activities, if any, even if these are carried out in virtual environments.

### MENTION OF DISTINCTION:

The mention of "Honors" may be awarded to students who have obtained a grade equal to or greater than 9.0. Their number may not exceed five percent of the students enrolled in a group in the corresponding academic year, unless the number of students enrolled is lower.

## Learning activities

The following methodologies will be used so that the students can achieve the learning outcomes of the subject:

- M4 Problem solving activities
- M6 Project-based learning



## IN-CLASS LEARNING ACTIVITIES

	LEARNING OUTCOMES	HOURS	ECTS
Use of the learnt theory in simulated or real circumstances. M4, M6	R1, R2, R3, R4, R5, R6, R7, R9, R10, R11, R12, R13, R14, R15, R16, R17, R18, R19, R20, R21, R22, R23, R24	20,00	0,80
The student, individually or in a group, leads their action to the elaboration of a tangible final result (product) in which process knowledges and needed competences are incorporated. M4, M6	R1, R2, R3, R4, R5, R6, R7, R8, R9, R10, R11, R12, R13, R14, R15, R16, R17, R18, R19, R20, R21, R22, R23, R24	40,00	1,60
<b>TOTAL</b>		<b>60,00</b>	<b>2,40</b>

## LEARNING ACTIVITIES OF AUTONOMOUS WORK

	LEARNING OUTCOMES	HOURS	ECTS
Autonomous work. Study, memorization, test preparation, practical abilities drilling, elaboration of works, essays, reflections, metacognitions, portfolios elaboration, ... M4, M6	R1, R2, R3, R4, R5, R6, R7, R8, R9, R10, R11, R12, R13, R14, R15, R16, R17, R18, R19, R20, R21, R22, R23, R24	30,00	1,20
The student, individually or in a group, leads their action to the elaboration of a tangible final result (product) in which process knowledges and needed competences are incorporated. M4, M6	R1, R2, R3, R4, R5, R6, R7, R8, R9, R10, R12, R13, R14, R15, R16, R17, R18, R19, R20, R21, R22, R23, R24	60,00	2,40
<b>TOTAL</b>		<b>90,00</b>	<b>3,60</b>





## Description of the contents

Description of the necessary contents to acquire the learning outcomes.

### Theoretical contents:

Content block	Contents
Materia 1	1. Introduction to Visual Effects post-production• Definition and contextualization of visual effects. • Background of visual effects. • Types of visual effects. • References in the field of visual effects. • Creative process in the development of visual effects. 2. Visual effects and two-dimensional simulations• Creation of simple 2D particle effects and systems (fog, smoke, fire, etc.) • Displacement maps and turbulence effects. • Export and preparation of resources for animation and video game projects. 3. Three-dimensional visual effects• Creation of complex 3D effects and simulations (smoke, dust, fluids, explosions, etc.). • Three-dimensional camera tracking • Application of three-dimensional effects in 2D videos. • The virtual camera: lens and depth effects. • Export and preparation of resources. 4. Visual effects practices• Specific software for the development of visual effects. • The interface and digital tools. • Techniques in creating visual effects. • The workflow. • Export of work

### Temporary organization of learning:

Block of content	Number of sessions	Hours
Materia 1	30,00	60,00



Universidad  
**Católica de  
Valencia**  
San Vicente Mártir

# Course guide

Year 2024/2025

2050433 - Post Production Visual Effects

## References

