Guía Docente

Information about the course

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

Faculty: Faculty of Legal, Economic and Social Sciences

Code: 2050326 **Name:** 3D Digital sculpture and character modelling II

Credits: 6,00 ECTS **Year:** 3 **Semester:** 1

Module: MODELADO Y ANIMACIÓN EN TRES DIMENSIONES.

Subject Matter: MODELADO EN TRES DIMENSIONES **Type:** Obligatoria

Branch of knowledge:

Department: Multimedia and Digital Arts

Type of learning: Classroom-based learning

Language/-s in which it is given: Spanish

Teachers:

2053A	Gonzalo Codoñer Contell **(Profesor responsable)**	gonzalo.codoner@ucv.es

Module organization

MODELADO Y ANIMACIÓN EN TRES DIMENSIONES.

Subject Matter	ECTS	Subject	ECTS	Year/semester
MODELADO EN TRES DIMENSIONES	24	3D Digital sculpture and character modelling I	6	2/2
		3D Digital sculpture and character modelling II	6	3/1
		3D modelling and representation I	6	1/2
		3D modelling and representation II	6	2/1
ANIMACIÓN EN TRES DIMENSIONES	18	3D Animation	6	2/2
		3D Character Animation I	6	3/1
		3D Character Animation II	6	3/2

Recommended knowledge

It is essential to take the subject Character Modeling and Digital Sculpting II to have acquired the necessary knowledge for its satisfactory development in the subject Character Modeling and Digital Sculpting I.

Other types of requirements

- Es recomendable para cursar la asignatura Modelado y representación en 3D II haber superado la asignatura Modelado y representación en 3D I.
- Es recomendable para cursar la asignatura Modelado de personajes y esculpido digital en 3D I haber superado las asignaturas Modelado y representación en 3D I y Modelado y representación en 3D II.
- Es recomendable para cursar la asignatura Modelado de personajes y esculpido digital en 3D II haber superado la asignatura Modelado de personajes y esculpido digital en 3D I.

Learning outcomes

At the end of the course, the student must demonstrate having acquired the following learning outcomes:

-

Learning outcomes of the specified title

Type of AR:

-

Assessment system

In-person modality

Assessed learning outcomes	Granted percentage	Assessment tool
	20,00%	SE1 – Written exams.
	50,00%	SE6 – Practical exams.
	30,00%	SE8 – Project development.

Observations

CRITERIA FOR GRANTING A MATRICULATION WITH HONOR / According to Article 22 of the Regulations Governing the Assessment and Grading of UCV Subjects, the "Matrícula de Honor" mention may be awarded by the professor in charge of the subject to students who have obtained an "Outstanding" grade. The number of "Matrícula de Honor" mentions that may be awarded may not exceed five percent of the students included in the same official transcript, unless the number is less than 20, in which case only one "Matrícula de Honor" may be awarded. **SINGLE EVALUATION /** In accordance with Article 9 of the General Regulations for the Assessment and Grading of Official Studies and UCV's Own Degrees, the single evaluation is linked to the inability of students enrolled in a face-to-face degree program to attend. It is, therefore, an extraordinary and exceptional assessment system available to those students who, with justification and accreditation, cannot submit to the continuous assessment system, and who so request the professor in charge of the subject, who will expressly decide on the admission of the student's request for a single assessment and will inform them of the acceptance/denial. Regarding the subject of Character Modeling and 3D Digital Sculpting II, the minimum attendance required is 50%, which is the limit to be taken into consideration for the potential request for a single assessment. This, if granted, will be structured based on the following criteria **in both the first and**

second sittings: 30% Written Test + 70% Practical Test.**USE OF ARTIFICIAL INTELLIGENCE /** Regarding the use of Artificial Intelligence in the subject of Character Modeling and 3D Digital Sculpting II, it is strictly prohibited for any type of task without the express permission of the professor.

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.

Training activities

The methodologies to be used so that the students reach the expected learning outcomes will be the following:

M2   MD2: Interactive lecture

M6   MD6: Project-based learning

IN-CLASS TRAINING ACTIVITIES

ACTVITY	RELATIONSHIP WITH THE COURSE LEARNING OUTCOMES	METHODOLOGY	HOURS	ECTS
AF2 – Active listening, elaboration and formulation of questions, summaries, concept maps and/or notes that organize the information received, and related work.	R21, R22, R23, R24, R25, R26, R27	MD2: Interactive lecture MD6: Project-based learning	9,00	0,36
AF6 – The student, individually or collectively, focuses on producing a tangible final result (product) that incorporates the knowledge and skills necessary for its realization.	R20, R21, R22, R23, R24, R25, R26, R27	MD2: Interactive lecture MD6: Project-based learning	51,00	2,04
TOTAL			**60,00**	**2,40**

TRAINING ACTIVITIES OF AUTONOMOUS WORK

ACTVITY	RELATIONSHIP WITH THE COURSE LEARNING OUTCOMES	METHODOLOGY	HOURS	ECTS
AF8 – Independent work. Study, memorization, exam preparation, practice of practical skills, preparation of assignments, essays, reflections, metacognitive activities, portfolio development, etc.	R21, R22, R23, R24, R25, R26, R27	MD2: Interactive lecture MD6: Project-based learning	15,00	0,60
AF6 – The student, individually or collectively, focuses on producing a tangible final result (product) that incorporates the knowledge and skills necessary for its realization.	R20, R21, R22, R23, R24, R25, R26, R27	MD2: Interactive lecture MD6: Project-based learning	75,00	3,00
TOTAL			**90,00**	**3,60**

Description of contents

Description of content necessary for the acquisition of learning outcomes.

Theoretical content:

Block of content	Contents
SINGLE BLOCK	Based on the three-dimensional modeling and anatomical drawing courses, this course focuses on the modeling and rendering of three-dimensional characters for animation and video game projects. ·Modeling of inorganic characters and objects using digital sculpting. ·Creation and application of materials using projection maps. ·Rendering and presentation of organic models and characters.

Temporary organization of learning:

Block of content	Sessions	Hours
SINGLE BLOCK	30	60,00

References