### Module title

**Asset Development (Modeling and Animation)**

### Abbreviation

10-GE-AE-162-m01

### Module coordinator

holder of the Chair of Computer Science IX

### Module offered by

Institute of Computer Science

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<thead>
<tr>
<th>ECTS</th>
<th>Method of grading</th>
<th>Only after succ. compl. of module(s)</th>
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<td>5</td>
<td>numerical grade</td>
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### Duration

1 semester

### Module level

undergraduate

### Other prerequisites

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### Contents

The precise mapping of the world or the attractive representation of complex content ensures an important basic functionality for the effective use of interactive, real-time systems and enables atmospheric computer games. In this module, basic methods of modeling three-dimensional assets are learned - from the design of mesh-based graphical objects to the rigging of complex animated characters. These manual approaches are complemented by automatic forward calculations of physical processes by means of appropriate, real-time engines. We will work with these engines and understand their basic principles.

### Intended learning outcomes

After completion of the course, students have a solid background knowledge about the creation, presentation and animation of graphical, three-dimensional objects.

### Courses (type, number of weekly contact hours, language — if other than German)

V (2) + Ü (2)

Module taught in: German or English

Course type: alternatively S (2) instead of V

### Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)

a) written examination (approx. 60 to 120 minutes) or b) presentation of project results (approx. 20 minutes)

Language of assessment: German and/or English creditable for bonus

### Allocation of places

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### Additional information

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### Workload

150 h

### Teaching cycle

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### Referred to in LPO I (examination regulations for teaching-degree programmes)

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### Module appears in

- Bachelor' degree (1 major) Games Engineering (2016)
- Bachelor' degree (1 major) Games Engineering (2017)