## 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

## ECTS
5

## Method of grading
numerical grade

## Only after succ. compl. of module(s)
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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)