

Module title		Abbreviation
Asset Development (Modeling and Animation)		10-GE-AE-162-m01
Module coordinator		Module offered by
holder of the Chair of Computer Science IX		Institute of Computer Science
ECTS	Method of grading	Only after succ. compl. of module(s)
5	numerical grade	--
Duration	Module level	Other prerequisites
1 semester	undergraduate	--
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's degree (1 major) Games Engineering (2016) Bachelor's degree (1 major) Games Engineering (2017)		