Asset Development (Modeling and Animation)

Module coordinator
holder of the Chair of Computer Science IX

Module offered by
Institute of Computer Science

ECTS
Method of grading
5 numerical grade

Duration
Module level
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
V (2) + Ü (2)
Module taught in: German or English
Course type: alternatively S (2) instead of V

Method of assessment
a) written examination (approx. 60 to 120 minutes) or b) presentation of project results (approx. 20 minutes)
Language of assessment: German and/or English

Allocation of places
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Additional information
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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)