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
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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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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)