

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		
<p>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.</p>		
Intended learning outcomes		
<p>After completion of the course, students have a solid background knowledge about the creation, presentation and animation of graphical, three-dimensional objects.</p>		
Courses (type, number of weekly contact hours, language – if other than German)		
<p>V (2) + Ü (2) Module taught in: German or English Course type: alternatively S (2) instead of V</p>		
Method of assessment (type, scope, language – if other than German, examination offered – if not every semester, information on whether module is creditable for bonus)		
<p>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</p>		
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		
<p>Bachelor' degree (1 major) Games Engineering (2016) Bachelor' degree (1 major) Games Engineering (2017)</p>		