

TÉCNICAS E TECNOLOGIAS DE ANIMAÇÃO

Code: 27206

Main Scientific Area: Computer Graphics and Multimedia

Lecturer: Marco António Faria do Vale

Language of Instruction: Portuguese

Regime: S2

Contact Hours: 30h Total Workload: 138h

ECTS: 5,0

Objectives

This curricular unit is focused on the creation of visual content for video-games. Several production methods are explored as well as production techniques, base concepts and theories behind the creation of visual content meant to be displayed in real-time

Learning Outcomes

Students will learn:

concepts of illustration and shading
knowledge of anatomy
modeling polygonal objects
Creating complex animation rigs
animation for video-games
interface elements

Course Contents

The curricular unit's content will focus on

Drawing in perspective -exploration of representing spaces in perspective

Shading and illustration - rendering volumes and materials in 2D drawings
Anatomy - learning human anatomy and its relation to animation
Interface Elements - Concepts of user experience and layouts

Polygonal Modeling - Creating polygonal objects withing the specifications of 3d modeling for video-games
Advanced Riggs - Creation of rigs for use in 3d animation
Animation - 3D and 2D animation for video-games

Recommended Bibliography

Animators Survival Kit, Richard Williams, 2001, Faber and Faber

Game Anim: Video Game Animation Explained - 2nd Edition, Jonathan Cooper, 2021, CRC Press

Learning and Teaching Methods

Video-games are made of a number of different visual formats, from the main character and its range of animations, to the smallest icon animation, which represents a basic game operation.

Exploring this knowledge which deals with all areas of visual content for video-games, will provide the student with the capacity to deal with all visual production for their own projects.

With a progressive learning method, with accumulating concepts, the student will form a solid knowledge base, enabling them to tackle any visual challenge on their specific projects.

Assessment Methods

Students will be graded by participation and a final essay submission

participation: 10%

midterm essay: 30%

final essay: 60%