



# Bachelor's Degree in Design, Animation and Digital Art

4 years / 240 ECTS credits

## MODULAR STRUCTURE

Basic Training	78
Compulsory Training	126
Elective Training	24
Final Degree Project	12
<b>Total ECTS credits</b>	<b>240</b>

## CURRICULUM

1 <sup>ST</sup> COURSE			2 <sup>ND</sup> COURSE		
	ECTS	TYPE		ECTS	TYPE
Visual Culture and New Medias	6	Basic	Image Capture Techniques	6	Basic
Digital Art Industry	6	Basic	Concept Art	6	Basic
Design Fundamentals	6	Basic	2D Animation	6	Compulsory
Drawing and Digital Illustration	6	Basic	3D Scenarios	6	Basic
Introduction to 3D Modelling	6	Basic	Art and Design for Video Games	6	Compulsory
Graphic Design	6	Basic	Digital Image Processing	6	Compulsory
Character Design	6	Basic	Interface Design (User Experience-UX / User Interface-UI)	6	Compulsory
Lighting	6	Basic	Modelling of Characters	6	Basic
Audiovisual History and Models	6	Basic	Audiovisual Narrative	6	Compulsory
<b>Project 1: Stop Motion</b>	6	Compulsory	<b>Project 2: Art for Video Games</b>	6	Compulsory
3 <sup>RD</sup> COURSE			4 <sup>TH</sup> COURSE		
	ECTS	TYPE		ECTS	TYPE
Interactive Applications	6	Compulsory	Virtual Reality Environments	6	Compulsory
3D Animation	6	Compulsory	Applied Artistic Research	6	Compulsory
Post-production	6	Compulsory	Sound Editing and Design	6	Compulsory
Script and Storyboard	6	Compulsory	Distribution and Business Models	6	Compulsory
Art Direction	6	Compulsory	Final Degree Project	12	Compulsory
Visual Effects (VFX) Techniques	6	Compulsory	Electives *	24	Elective
Rigging for Animation	6	Compulsory			
Programming for Design and the Arts	6	Compulsory			
Photography Direction	6	Compulsory			
<b>Project 3: 3D Animation</b>	6	Compulsory			

\* The 24 optional ECTS can be obtained by taking optional subjects or in two blocks:

- 12 ECTS for external internships
- 12 ECTS of optional subjects