

1.	<b>Field of study</b>	<b>Computer Game Graphics</b>
2.	Academic year of entry	2014/2015 (winter term)
3.	Level of qualifications/degree	second-cycle studies
4.	Degree profile	practical
5.	Mode of study	full-time

**Module:** Animation, part 2

**Module code:** 13-PG2P-AN2

**1. Number of the ECTS credits:** 3

2. Learning outcomes of the module			
code	description	learning outcomes of the programme	level of competence (scale 1-5)
13-PG2P-AN2-1	The ability to apply advanced animation techniques, e.g. molecular systems.	K_K01 K_U01 K_W08	3 2 2
13-PG2P-AN2-2	The ability to use tools for editing animated sequences available in programmes intended for creating 3D virtual environments.	K_U03 K_W01	3 3
13-PG2P-AN2-3	Fluent use of terminology used to describe the creation process of advanced 3D animated sequences.	K_W07	4
13-PG2P-AN2-4	The student has become thoroughly familiar with the principles of film editing and is able use them consciously and creatively. The ability to work in a team creating complex animated sequences.	K_K03 K_U07 K_W08	3 3 2

### 3. Module description

<b>Description</b>	The student will be able to skilfully apply 3D animation techniques. The student will consciously use the visual art language.
<b>Prerequisites</b>	Obtaining credit for the Animation, part 1 module

### 4. Assessment of the learning outcomes of the module

code	type	description	learning outcomes of the module
13-PG2P-AN2-	Credit project	Verification of knowledge and skills on the basis of the standard of realization of the individual	

w-1		visual art project performed by the student.	13-PG2P-AN2-1, 13-PG2P-AN2-2, 13-PG2P-AN2-3, 13-PG2P-AN2-4
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5. Forms of teaching						
code	form of teaching			required hours of student's own work		assessment of the learning outcomes of the module
	type	description (including teaching methods)	number of hours	description	number of hours	
AN2-fs-1	practical classes	Workshop preparing for the independent and conscious preparation of individual visual art projects (all students)	30	Work based on the discussed visual art techniques, including knowledge and skills necessary for the realization of the credit project	60	13-PG2P-AN2-w-1