

Competences and career opportunities

Degree in Animation

Competences

Basic competences

- That students have demonstrated possession and understanding of knowledge in an area of study that builds on the foundation of general secondary education, and is usually at a level that, while relying on advanced textbooks, also includes some aspects that involve knowledge from the cutting edge of their field of study.
- That students know how to apply their knowledge to their work or vocation in a professional manner and possess the skills that are usually demonstrated through the development and defense of arguments and problem solving within their field of study.
- That students have the ability to gather and interpret relevant data (usually within their area of study) to make judgments that include a reflection on relevant social, scientific or ethical issues.
- That students can transmit information, ideas, problems and solutions to both specialized and non-specialized audiences.
- That students have developed those learning skills necessary to undertake further studies with a high degree of autonomy.

General competences

- Know the legal framework of the professions associated with the degree.
- Critically understand the interrelationships between the different arts and their currents of thought throughout history and the evolution of aesthetic, historical and cultural values.
- Know the vocabulary and concepts inherent to the digital art field.
- Participate in the management of projects linked to the processes of design and development of a digital product.
- Apply the aesthetic and perception fundamentals of the image in terms of structure, form, color and space in the representation of digital content.
- Analyze in a general way a context and, based on the data collected, make decisions about the associated digital project according to the target audience and the established business model.
- Knowing the employability resources of the professions associated with the degree.
- Optimize the work according to the technological resources related to the processes and tools of the project to be developed.
- Use the techniques and artistic tools associated with the generation of digital content.
- Express ideas and data graphically and in writing, in a structured, orderly and understandable way.
- Apply the creative fundamentals of idea generation in audiovisual projects for digital environments.

- Work in multidisciplinary work environments, demonstrating teamwork skills, versatility, flexibility, creativity and respect for the work of colleagues from other areas.

Transversal competences

- To know the definition and scope, as well as to put into practice the fundamentals of technological development project management methodologies.
- To know the main agents of the sector and the complete life cycle of a project in development and commercialization of digital content.
- Know the hardware and software fundamentals of computers and communication networks, as well as the principles of storage and cloud computing along with their usefulness and application to the development projects of the digital economy.
- Update the knowledge acquired in the management of digital tools and technologies according to the current state of the sector and the technologies used.
- Demonstrate versatility, flexibility and creativity in the development of projects, activities and works.
- Develop collaborative projects in a climate of teamwork based on respect, cooperation and responsibility.

Specific competences

- Identify and differentiate the styles and periods in the history of cinema and animation.
- Know the concepts and apply the tools and techniques that allow the introduction of visual effects in an audiovisual project.
- Use texturing techniques to apply materials to 3D models.
- Devise, design and capture, through drawing, the design and construction of environments, landscapes and scenarios for their construction in 3D.
- Apply traditional animation principles to the digital animation of characters and other elements.
- Apply different techniques of experimental animation, for the realization of an animation according to the artistic and narrative style sought.
- Execute drawing with traditional and digital techniques of artistic creation both for the ideation and for the representation of images.
- Know and apply the basics of photography, its elements of visual composition and the expressive value of lighting.
- Know and represent the anatomy, shape and proportion of the human body.
- Represent three-dimensional forms and spaces using the essential techniques of traditional and digital modeling.
- Use the principles and techniques of artistic creation for the conceptualization, design and development of characters, environments, vehicles and props.
- Create audiovisual pieces applying the principles of composition, audiovisual narrative and graphics animation to the realization, planning, editing and post-production of sequences and shots.
- Apply technical drawing to the representation of parts or spaces.

- Use modeling techniques for the three-dimensional representation of shapes from a design.
- Create images with a high level of finish using the most appropriate tools for the project of which it is a part.
- Use the theory, techniques and tools associated with lighting, rendering and compositing.
- Create a graphic document demonstrating personal technical and artistic skills.
- To know the methodology of synthesizing sound elements and the application of sound techniques in a digital product.
- Develop different types of scripts according to the target media.

Career opportunities

•General

- o Scriptwriters
- o Visual developers
- o Art directors
- o Assistant, coordinator, or production manager
- o Pre-viz and layout artist
- o Creative director
- o Assistant director
- o Video editor
- o Concept artist
- o 3D generalist
- o Render artista

•2D Animation

- o Storyboard artist
- o Character designer
- o 2D Animator
- o Environment Artist
- o Background designer
- o 2D Effects
- o 2D Layout Artist
- o Clean Up
- o Paint or prep artist
- o Interleaver or inbetweener
- o Ink and paint artist
- o Rotoscoping artist
- o 2D compositing and effects artista

•3D Animation

- o 3D Modeler
- o 3D character animator
- o 3D layout artist

- o Shading and texturing artist
- o Lighting and compositing artist
- o Crowd animator
- o Rigger
- o VFX artist
- o Special effects developer
- o Character FX Artist
- o Hair and fabric simulation artist
- o Background Designer
- o Matte Painter
- o Technical artist
- o Rendering TD

• **Art for videogames**

- o Videogame visual developers
- o Video game concept artist
- o Video game modeler
- o Video game texturing and shading artist
- o Video game rigger
- o 2D and 3D video game animator (including cinematics and gameplays)
- o Video game FX artist
- o Video game lighting and compositing artist