

CODE	SUBJECT	YEAR	SEMESTER	CREDITS (ECTS)
AN003	(+) Fundamentals of drawing (#)	1	ANNUAL	10
AN004	(+) Sculpting, anatomy and digital tools (#)	1	ANNUAL	10
AN005	(+) Fundamentals of animation (#)	1	ANNUAL	6
VF002	(+) Principles of 3D production tools	1	ANNUAL	6
AN006	(+) Cinematography and colour (#)	1	ANNUAL	6
AN008	(+) Visual language and narrative (#)	1	ANNUAL	8
AN037	(+) Project I (#)	1	ANNUAL	6
AN046	(+) Animation and VFX culture (T,#)	1	ANNUAL	6
AN031	Project Management (#)	2	2	4
AN038	(+) Project II (#)	2	ANNUAL	9
AN009	Audiovisual scripting (#)	2	1	4
AN010	Look development (#)	2	1	3
AN011	Animation I (#)	2	1	3
AN012	Storyboard (#)	2	1	3
VF003	Digital composition I (#)	2	1	3
VF004	Concept Art (#)	2	1	3
AN018	3D Modelling (#)	2	1	5
AN014	Textures (#)	2	2	4
AN015	Lighting I (#)	2	2	3
AN017	Rigging (#)	2	2	4
AN022	Animation II (#)	2	2	4
VF006	Digital compositing II (#)	2	2	3
AN034	(+) Market and intellectual property (T,#)	3	ANNUAL	3
AN013	Filming (#)	3	1	3
AN016	Lighting II (#)	3	1	5
AN025	Animation III (#)	3	1	3
AN027	Digital compositing III (#)	3	1	5
AN030	Visual effects - VFX1 (#)	3	1	3
AN019	Animation and tools for videogames (#)	3	2	5
AN020	Script programming for animation (#)	3	2	3
AN021	Visual effects – VFX II (#)	3	2	5
VF007	Post-production (#)	3	2	3
AN019	Virtual production (#)	3	2	5
AN035	Management skills (#)	4	1	3
AN036	Entrepreneurship and businesses startup (T,#)	4	2	3

(+) In annual subjects and only 1 semester here, you need to register on the subsequent exchange code.

(T) Theoretical subject

(#) All subjects are opened for Exchange students as long as they can demonstrate they have the required previous knowledge the subject needs. At all effects, it will be the Coordinator who decides if an Exchange student can take a subject.

If a student coming only one semester wants to take one of the annual subjects of the above table marked with a (+), the codes and the credits will work as follows:

1st SEMESTER (SEPTEMBER – JANUARY)

CODE	SUBJECT	YEAR	SEMESTER	CREDITS (ECTS)
INT09	Fundamentals of drawing	1	1	5
INT11	Sculpting, anatomy and digital tools	1	1	5
INT37	Fundamentals of animation	1	1	3
INT15	Cinematography and colour	1	1	3
INT38	Visual language and narrative	1	1	4
INT19	Project I	1	1	3
INT39	Animation and VFX culture	1	1	3
INT40	Principles of 3D production tools	1	1	3
INT25	Project II	2	1	4,5
INT27	Market and intellectual property	3	1	1,5

2nd SEMESTER (FEBRUARY – JUNE)

CODE	SUBJECT	YEAR	SEMESTER	CREDITS (ECTS)
INT10	Fundamentals of drawing	1	2	5
INT12	Sculpting, anatomy and digital tools	1	2	5
INT42	Fundamentals of animation	1	2	3
INT16	Cinematography and colour	1	2	3
INT43	Visual language and narrative	1	2	4
INT20	Project I	1	2	3
INT44	Animation and VFX culture	1	2	3
INT41	Principles of 3D production tools	1	2	3
INT26	Project II	2	2	4,5
INT28	Market and intellectual property	3	2	1,5

IMPORTANT ISSUES:

- All the subjects are offered in English and Catalan/Spanish
- The student will only be able to take subjects offered in that same semester.
- Students staying the whole year will need to choose all subjects for both semesters during the registration process at the beginning.
- The student coming on the ERASMUS Exchange modality will need to choose a minimum of 30 credits per semester. The student coming on the Bilateral Agreement Exchange modality will need to choose a minimum of 20 credits per semester.
- Time conflicts between two subjects will not be allowed.

EXCHANGE PROGRAMME
DEGREE IN ANIMATION & VFX
YEAR 2021-2022
LIST OF AVAILABLE SUBJECTS



Links of interest:

Academic Programme. Degree in Animation & VFX:

<https://www.salleurl.edu/en/education/degree-animation-and-vfx>

Classes' Timetable. Degree in Animation & VFX:

<https://estudy.salle.url.edu/mod/page/view.php?id=274668&studies=animation>