Module MA-INF 2202	**Computer Animation**				
Workload 270 h	**Credit points** 9 CP	**Duration** 1 semester	**Frequency** every year		
Module coordinator	Prof. Dr. Andreas Weber				
Lecturer(s)	Prof. Dr. Andreas Weber				
Classification	**Programme** M. Sc. Computer Science	**Mode** Optional	**Semester** 2.		
Technical skills	Students will learn fundamental paradigms used in computer animation. They will learn to use mathematical models of motions to come up with algorithmic solutions of problems of the synthesis of motions of virtual characters.				
Soft skills	Social competences (work in groups), communicative skills (written and oral presentation)				
Contents	Fundamentals of computer animation; kinematics; representations of motions; motion capturing; motion editing; motion synthesis; facial animations				
Prerequisites	**Recommended:** MA-INF 2111 – Foundations of Graphics				
Format	**Teaching format**	**Group size**	**h/week**	**Workload[h]**	**CP**
	Lecture	60	4	60 T / 105 S	5.5
	Exercises	30	2	30 T / 75 S	3.5
	T = face-to-face teaching; S = independent study				
Exam achievements	Written exam (graded)				
Study achievements	Successful exercise participation (not graded)				
Forms of media					
Literature	• Dietmar Jackel, Stephan Neunreither, Friedrich Wagner: Methoden der Computeranimation, Springer 2006 • Rick Parent: Computer Animation: Algorithms and Techniques, Morgan Kaufman Publishers 2002 • Frederic I. Parke , Keith Waters: Computer Facial Animation. A K Peters, Ltd. 1996				