

Module MA-INF 2311	Lab Computer Animation				
Workload 270 h	Credit points 9 CP	Duration 1 semester	Frequency at least every year		
Module coordinator	Prof. Dr. Andreas Weber				
Lecturer(s)	Prof. Dr. Andreas Weber				
Classification	Programme M. Sc. Computer Science		Mode Optional	Semester 3.	
Technical skills	The students will carry out a practical task (project) in the context of computer animation, including test and documentation of the implemented software/system.				
Soft skills	Ability to properly present and defend design decisions, to prepare readable documentation of software; skills in constructively collaborating with others in small teams over a longer period of time; ability to classify ones own results into the state-of-the-art of the resp. area				
Contents	Varying selected topics close to current research in the area of computer animation.				
Prerequisites	Recommended: At least 1 of the following: MA-INF 2202 – Computer Animation MA-INF 2302 – Physics-based Modelling				
Format	Teaching format	Group size	h/week	Workload[h]	CP
	Lab	8	4	60 T / 210 S	9
	T = face-to-face teaching; S = independent study				
Exam achievements	Oral presentation, written report (graded)				
Study achievements	none (not graded)				
Forms of media					
Literature					