



FIRST YEAR			SECOND YEAR		
FIRST	SECOND	THIRD	FOURTH	FIFTH	SIXTH
Art concept and direction 6	Video game animation 6	Graphic engines for video games 6	Innovation project I 6	Innovation project II 6	Innovation project III 6
Digital modeling and sculpture 6	Player experience design 6	Texture, illumination, and special effects 6	Video game management and production 6	Experimental interaction workshop (Crgs Satellite) 6	Business models and sales strategies 6
Introduction to videogames 6	Video game design 6				

VOXEL courses

- Mixed
- Online

Concepto y dirección de arte

El alumno será capaz de plantear una historia, conceptualizar y construir un mundo alterno para traducirlo a la experiencia visual de los videojuegos, desarrollando un pensamiento crítico y teórico del mundo animado y conociendo las bases para la creación artística de un videojuego.

Art Concept and Direction

Students will be able to outline a story and conceptualize and build an alternative world to translate it into the visual experience of videogames, developing a critical and theoretical perspective of the animated world and knowing the foundations for the artistic creation of a videogame.

Art Modeling and Sculpture

Students will be able to create 3D models of both objects and characters digitally, in their low poly and high poly versions, optimized for use in graphic engines for videogames.

Introduction to Videogames

Students will be knowledgeable about the video game industry and its history. They will recognize videogame types and classifications and identify industry trends as well as commercial and independent video games. Furthermore, they will understand current production processes for the design and development of videogames.

Video Game Animation

Students will be able to create animations of characters and objects, creating cycles of repeatable movements that can be imported to videogame engines. Animations will be produced with one or more of the techniques used in the industry, such as pose-by-pose animation or motion capture.

Player Experience Design

Students will be able to detect how to improve a game's design from a multidisciplinary and multicultural perspective. Similarly, they will analyze, through cognitive walkthroughs and heuristic evaluations, the potential problems of the game. They will also design usability tests to ensure game quality.

Video Game Design

Students will be able to produce a game design document, following the structure used in the industry, applying theories, concepts, and techniques to describe the videogame's specifications and elements such as its story, characters, levels, and mechanics in detail.

Graphic Engines for Video Games

Students will get acquainted with various videogame engines and their characteristics, analyzing their advantages and advantages and identifying the videogames created on those engines. They will also be able to create and import digital contents. They will learn the foundations of those videogame engines and will be able to integrate previous knowledge of modeling, animation, illumination, and visual effects to implement them in these engines.

Texture, Illumination, and Special Effects

Students will be able to apply advanced illumination techniques, create materials that replicate stylized and/or realistic characteristics, create and apply detailed textures for 3D models, and implement particle simulations and physical simulations in state-of-the-art graphic engines.

Video Game Management and Production

Students will be familiar with the production and management processes necessary to develop a project in the digital environment. Furthermore, students will be able to develop the production, collaboration, and management work structures needed to put together and propose a project within the digital environment, including the solution to a problem.

Experimental Interaction Workshop

Students will be able to analyze and critique an animation and videogame project from a current viewpoint. They will experience collaborative learning through the development of projects with the different areas of the videogame industry. Furthermore, they will develop real projects jointly with professionals in the field and they will appreciate and value collaborative learning.

Business Models and Sales Strategies

Students will be able to understand and develop technology-based companies in the digital environment, through the corresponding paperwork, project management, and production processes. Likewise, they will be able to define the business models and a sales strategy plan that may help position a company or project to obtain a competitive advantage in the market.

Innovation Project I

Students will be able to design and develop the bases of an innovative project on a topic or proposal for a videogame through a design, conceptualization, and strategy methodology.

Innovation Project II

Students will be able to apply theories, techniques, and methodologies to design creative and artistic content in a collaborative manner for the production of a videogame, defining strategic plans and conducting tests to ensure project quality.

Innovation Project III

Upon completion of this course, students will be able to develop the final stage of the innovation project, which centers on the production and mastering of an interactive project and includes the final full design, tests, and implementation.