Study Schedule for the Study Programme Digital Film Design (B.A.)
Start: 1. October
Duration: 7 Semester

1. Semester 30 ECTS 19 Weeks	General Studies Academic Work 5 ECTS	Design Visualisation 5 ECTS	Design Typography 5 ECTS	Film Design and Staging Video and Light Engineering, Layer-based Compositing 5 ECTS	Computer Graphics Basics Computer Graphics, VFX History I 5 ECTS	Computer Graphics Modelling, Shading, Rendering 5 ECTS
2. Semester 30 ECTS 19 Weeks	Design Illustration I (Storyboarding) 5 ECTS	Film Design and Staging Camera, Light Composition, Assembly Techniques 5 ECTS	Film Design and Staging Node-based Compositing 5 ECTS	Computer Graphics Character (Modelling, Rigging, Animation) 5 ECTS	Project I 10 ECTS	
3. Semester 30 ECTS 19 Weeks	General Studies Project Management 5 ECTS	Design Illustration II (Character Design, Sculpting) 5 ECTS	Film Design and Staging Look Development, 2D/3D Tracking 5 ECTS	Animation Character Animation I 5 ECTS	Project II 10 ECTS	
4. Semester 30 ECTS 19 Weeks	Film Design and Staging Film Analysis 5 ECTS	Computer Graphics Introduction to Simulation & Procedural Working Techniques 5 ECTS	Animation Technical Animation 5 ECTS	Immersive Media Introduction to VR/AR 5 ECTS	Project III 10 ECTS	
5. Semester 30 ECTS 19 Weeks	Work Placement Semester 30 ECTS					
6. Semester 30 ECTS 19 Weeks	Film Design and Staging 360° Film and Virtual Reality 5 ECTS	Computer Graphics FX and Advanced Procedural Working Techniques 5 ECTS	Animation Character Animation II 5 ECTS	Immersive Media CG for Games, Game Engines 5 ECTS	Project IV 10 ECTS	
7. Semester 30 ECTS 19 Weeks	General Studies Starting a Company 5 ECTS	Computer Graphics Research in Computer Graphics 5 ECTS	Case Studies 10 ECTS		Bachelor-Thesis 10 ECTS	

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