

Programme Generic Goals

The course of Design and Multimedia Animation aims to prepare students to act as qualified professionals in the Animation and Multimedia areas. This degree aims at students' acquisition of skills in the areas of author movies, web applications, websites, 2D and 3D animation and several other interactive applications.

This bachelor is taught under a creative structure with a high level of personal expression, linked with the capability of manipulating the available technological resources and laboratories, driven to the development of animation movies, as well as to the visual communication applied to multimedia production.

Future professional possibilities include different kinds of interactive artistic production, mainly animation movies production, sceneries, environments, characters, storyboards, videos, multimedia production, game production and advertising visual communication products.

General Information

CLASSES are in Portuguese, with English support to International Students

ACADEMIC CALENDAR

FALL SEMESTER From end of September to mid-January
SPRING SEMESTER From end of February to mid-June

INTERNATIONAL STUDENTS INFO WEBPAGE

<https://www.ipportalegre.pt/pt/ipp/cooperacao-institucional/international-en-prov/>

CONTACTS

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SCHOOL OF TECHNOLOGY AND BUSINESS STUDIES (ESTG)

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DESIGN FORMATIVE OFFER AT ESTG

Multimedia Products Development

short cycle

Design and Multimedia Animation

bachelor degree

Communication Design

bachelor degree

Digital Identity Design

master degree

Programme Structure

1st YEAR / 1st SEMESTER **FALL**

CURRICULAR UNIT	CONTACT HRS	ECTS
Design and Visual Communication	60	6
Vector Graphics	60	6
Drawing I	60	6
Photography	60	6
Animation Techniques I	30	3
Verbal and Non Verbal Communication Techniques	30	3

2nd YEAR / 3rd SEMESTER **FALL**

CURRICULAR UNIT	CONTACT HRS	ECTS
2D Animation I	60	6
Expression and Characterization I	60	6
Drawing III	60	6
Audio-visual Language and Technology I	60	6
Narrative to Animation	30	3
Typography	30	3

3rd YEAR / 5th SEMESTER **FALL**

CURRICULAR UNIT	CONTACT HRS	ECTS
3D Animation I	60	6
Expression and Characterization II	60	6
3D Modelling	60	6
Lightning and Texturing	60	6
Multimedia Production II	60	6

1st YEAR / 2nd SEMESTER **SPRING**

CURRICULAR UNIT	CONTACT HRS	ECTS
Animation Techniques I	60	6
Digital Painting	60	6
Drawing II	60	6
Visual Expression Techniques	60	6
Audio-visual Language and Technology I	60	6

2nd YEAR / 4th SEMESTER **SPRING**

CURRICULAR UNIT	CONTACT HRS	ECTS
2D Animation II	60	6
Animation Project I	60	6
Sound Design I	60	6
Multimedia Production I	60	6
Drawing IV	30	3
Project Management and Organization	30	3

3rd YEAR / 6th SEMESTER **SPRING**

CURRICULAR UNIT	CONTACT HRS	ECTS
3D Animation II	60	6
Animation Project II	60	6
3D Applications	60	6
Management and Production	30	3
Seminar	30	3
Programming (elective)	60	6
Sound Design II (elective)	60	6