

Anlagen:

- Studienverlaufsplan (als grafische Modulübersicht).

Studienverlaufsplan MA 3D Animation for Film & Games:

0th semester	1st semester	2nd semester	3rd semester	4th semester
Experience Assessment (30 ECTS)	Project I: Virtual Character Creation (14 ECTS)	Project II: Story & Performance (14 ECTS)	Project III: Immersive Animation (14 ECTS)	Master's Project (24 ECTS)
	Animation in Film & Games: History & Theory I (8 ECTS)	Animation in Film & Games: History & Theory II (8 ECTS)	Animation in Film & Games: History & Theory III (8 ECTS)	