The Animation Workshop
VIA University College

Extract from
OPEN EDUCATION COURSES UNDER BACHELOR IN GRAPHIC STORYTELLING AND BACHELOR IN ANIMATION

COURSE AND EXAM CATALOGUE
2026

6. BLENDER MODELLING SUMMER SCHOOL (10 ECTS)

Introduction
Blender Modelling is based on the programme element "Computer Graphic Arts 2" from the Bachelor in Character Animation at The Animation Workshop, VIA University College. The course focuses on digital sculpting concepts and workflows, asset creation, technical production methods, and the artistic principles required to develop high-quality 3D content.

6.1 Computer Graphics Arts - 2 (10 ECTS)

Content

Computer Graphic Arts 2 extends the student's foundational capabilities in 3D digital content creation through exploration of a variety of 3D visual styles and forms. The programme element also introduces the technical framework for constructing and managing hierarchical control systems used to manipulate 3D assets used in animation. In addition, the students will be introduced to basic industry and profession thematics, such as production roles and processes.

ECTS Credits

The program element comprises 10 ECTS credits.

Learning Objectives

- **Knowledge**

The student has:

- Knowledge of digital sculpting concepts and workflows, including high-resolution mesh development, retopology, and texture-baking from high-detail sources.
- Knowledge of fundamental principles of hierarchical control structures for use in animation, visual effects and games.

- **Skills**

The student can:

  - Apply digital sculpting techniques to high-resolution meshes with an understanding of 3D form and volume, as well as use basic retopology methods, UV-mapping, and texture-baking techniques to generate sculpted 3D content.
  - Construct simple control and deformation structures for creating animatable 3D objects and characters.

- **Competencies**

The student can:

  - Develop simple assets that demonstrate awareness of technical constraints, visual quality requirements, and platform performance limitations.
  - Assess and justify technical and methodological decisions in relation to asset optimisation, workflow selection and rendering needs.
  - Organise and manage basic and generalised control systems for manipulating 3D assets.

Examination

The learning objectives of the program element are tested at the exam at the end of the course.

6.2. Blender Modelling Summer School: Exams

6.2.1 Computer Graphics Arts 2

Examination Form

The exam is conducted as an individual written examination based on a practical 3D production assignment and a written paper.

The student must demonstrate a firm grasp of both the creative and technical aspects of the production pipeline for a Computer Graphic Artist. The students will be tested on their perception and implementation of 3D modelling work. Emphasis is placed on the student's ability to plan and implement a complex production task in a CG pipeline.

The focus of the written assignment is a workflow analysis connected to the 3D production assignment, where the student must show both knowledge and understanding of the execution of the production assignment.

Format Requirements

The exam is based on an exam document (1 page, A4, PDF) that the student has to upload in WiseFlow containing:

1. A written reflection on his/her/their learning process during the course, around three quarters long
2. Link to the final 3D production exercise done during the course, which have to be uploaded to a publicly accessible online platform (if a password is required to view the exercises, this must be included in the exam document)

Assessment
The individual written exam is based on the exercise uploaded.

When assessing the student's performance, emphasis is placed on the quality of the work shown in the 3D assignment as well as the student's ability to reflect on his/her/their own learning and development during the module on the basis of the exercises included. This assessment is based on the learning objectives for Computer Graphics Art 2.

The exam is with external assessment and is graded according to the 7-point grading scale.

Prerequisites for the Exam
It is a prerequisite for participating in the written exam that the exam document has been handed in on time. All exam prerequisites must be met for the student to be eligible for the exam.

If the student does not meet all the exam prerequisites at the time of the exam for the programme element, the student cannot participate in the exam and will consequently use an exam attempt

Re-exam
In the case of a re-exam, the student must upload the final 3D assignment and a new written assignment before this can be evaluated.