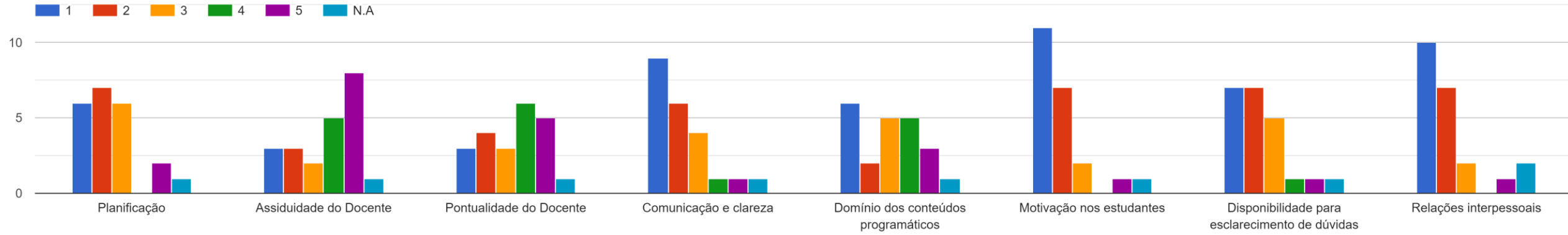
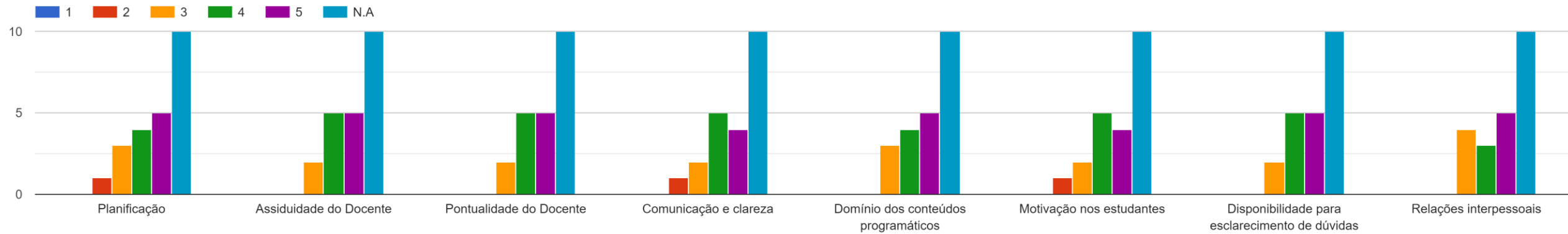


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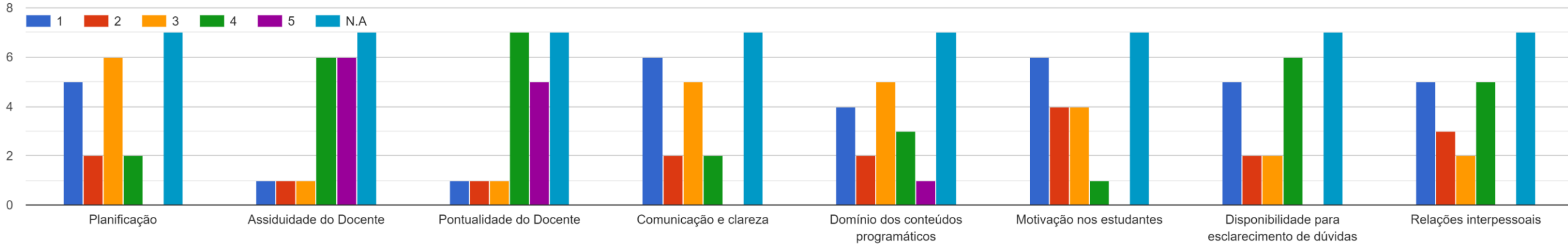
Técnicas de Animação Gráfica II



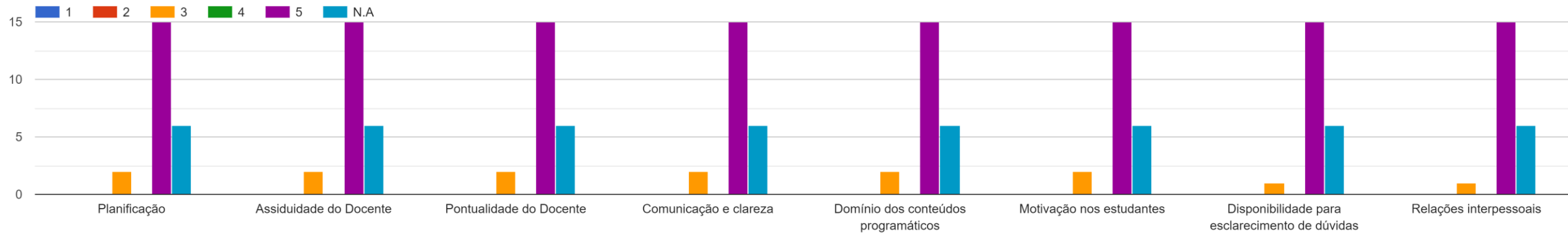
Bases de Dados



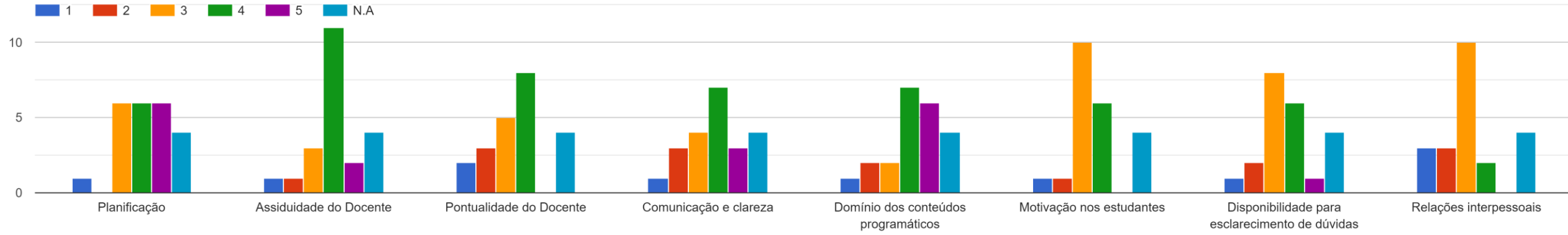
Programação de Computadores II



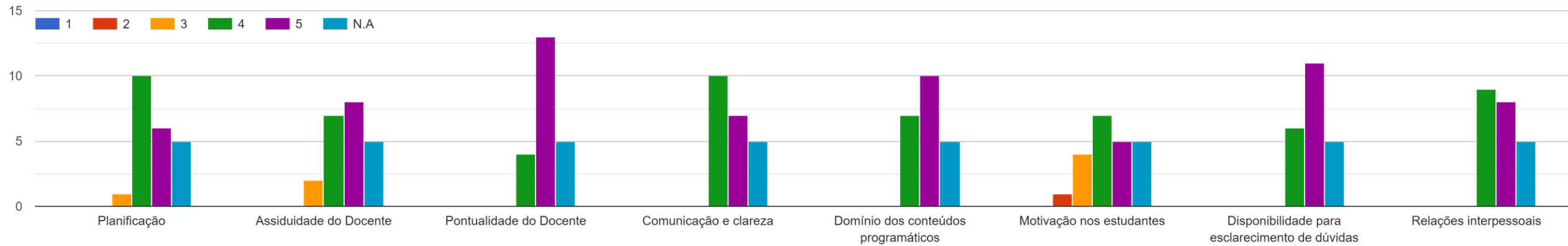
Desenvolvimento de Aplicações Web



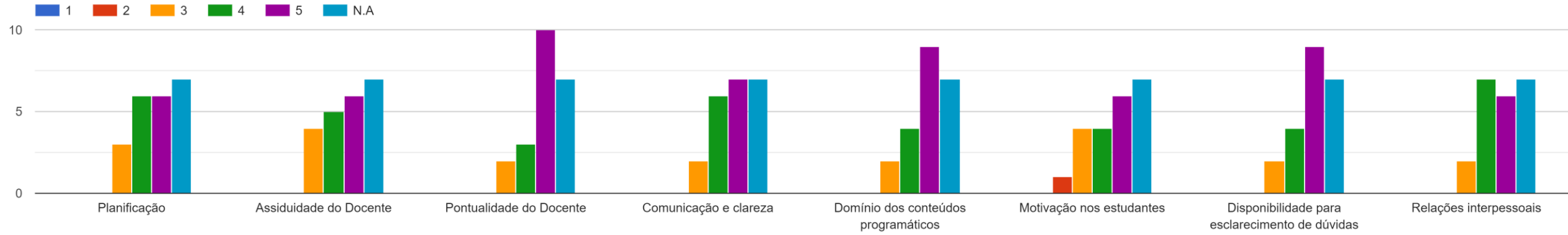
Probabilidade e Estatística



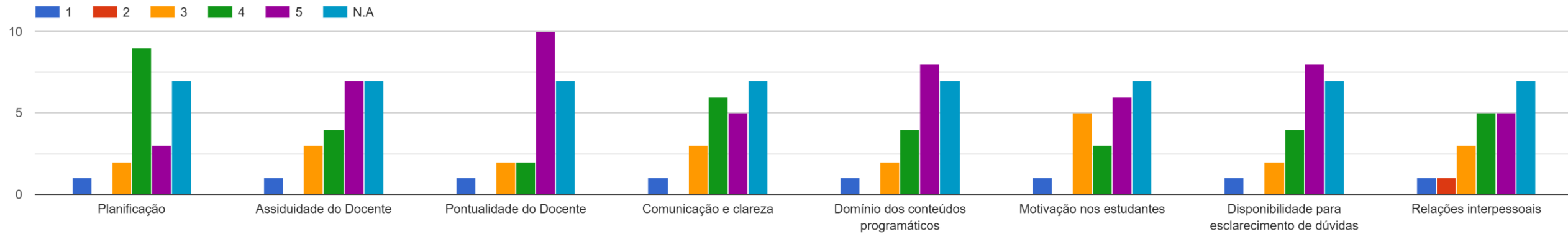
Laboratório de Fotografia



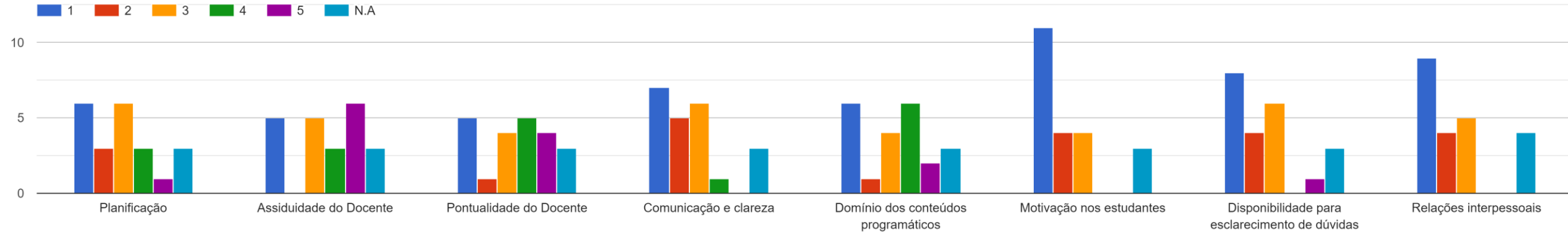
Laboratório de Vídeo



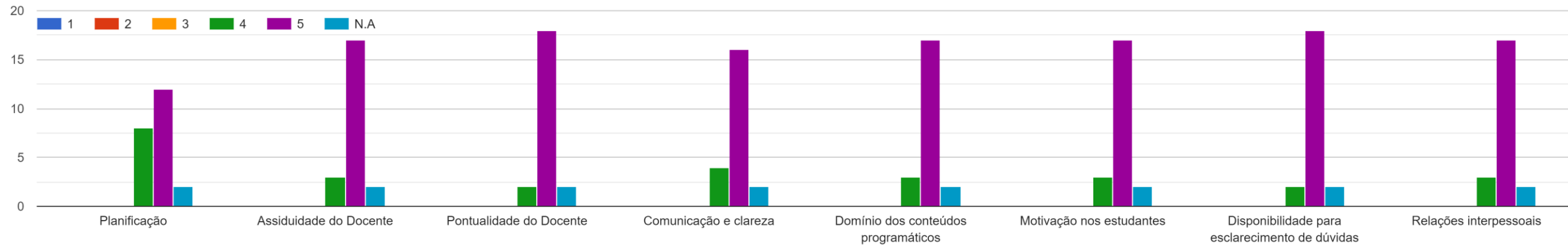
Laboratório de Som



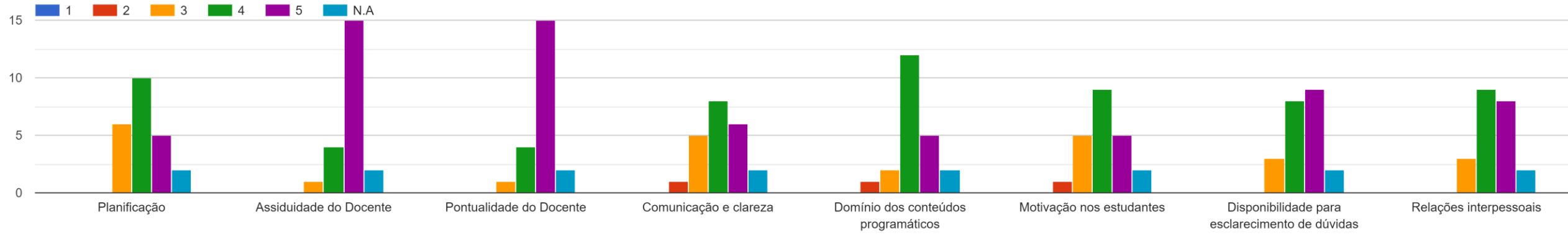
Aplicações para Dispositivos Móveis



Tecnologias Multimédia para E-learning



Computação Gráfica



Criatividade e Ergonomia em Multimédia

