1. **Title of the module**

ARCH8490 (AR849) – Digital Architecture Portfolio

1. **School or partner institution which will be responsible for management of the module**

Kent School of Architecture

1. **The level of the module (Level 4, Level 5, Level 6 or Level 7)**

Level 7

1. **The number of credits and the ECTS value which the module represents**

30 Credits (15 ECTS)

1. **Which term(s) the module is to be taught in (or other teaching pattern)**

Autumn & Spring

1. **Prerequisite and co-requisite modules**

None

1. **The programmes of study to which the module contributes**

MA Architectural Visualisation

1. **The intended subject specific learning outcomes.
On successfully completing the module students will be able to demonstrate:**
	1. A systematic understanding and knowledge of the wide range of skills and procedures required in digital modelling, texturing, lighting and rendering within a professional architectural context
	2. A comprehensive understanding the role of digital visualisation in an architectural context
	3. The ability to critically appraise the quality of rendered architectural imagery required within a professional context, and understand how their work fits within this
	4. A critical awareness of the issues/problems raised by the application of the range of software programmes available, with advanced ability of 3D Studio Max in particular
	5. The ability to create and develop a portfolio of architectural visualisation imagery to a professional standard
2. **The intended generic learning outcomes.
On successfully completing the module students will be able to demonstrate:**
	1. An ability to deal with complex issues both systematically and creatively, make sound judgements in the absence of complete data, and communicate their conclusions clearly to specialist and non-specialist audiences
	2. An ability to continue to advance their knowledge and understanding, and to develop new skills to a professional level using industry-standard software
	3. A comprehensive ability to use 3D modelling software to explore digital form and space
3. **A synopsis of the curriculum**

This module will guide students through the skills and procedures needed in a professional architectural visualisation context. The programme of study will compare the available software packages used in industry and will provide students with a hands-on ability to model, texture, light and render architectural visualisations. Through a series of exercises advancing in complexity, by the end of this module successful students will be able to create a portfolio of realistic digital architectural models and images appropriate for a range of target industries and applications.

1. **Reading list (Indicative list, current at time of publication. Reading lists will be published annually)**

Ablan, D. (2002). *Digital Cinematography and Directing* (Indianapolis, New Riders)

Cusson, R & Cardoso, J. (2009). *Realistic Architectural Vizualisation with 3DS MAX and Mental Ray:*

*Second edition (*Amsterdam, London, Focal Press*)*

Daniele, T. (2008). *Poly-Modelling with 3DS Max: Thinking Outside of the Box* (Burlington, Focal

Press)

Murdock, K. (2009). *3DS MAX 2010 Bible*. Indianapolis: Wiley Publishing.

1. **Learning and teaching methods**

Contact hours: 60

Private Study hours: 240

Total hours: 300

1. **Assessment methods**
	1. Main assessment methods

Portfolio of architectural visualisation images (100%)

* 1. Re-assessment methods

Like-for-like.

1. **Map of module learning outcomes (sections 8 & 9) to learning and teaching methods (section12) and methods of assessment (section 13)**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Module learning outcome** | *8.1* | *8.2* | *8.3* | *8.4* | *8.5* | *9.1* | *9.2* | *9.3* |
| **Learning/ teaching method** |  |  |  |  |  |  |  |  |
| **Private Study** | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** |
| *Lectures* | **X** | **X** | **X** | **X** |  | **X** | **X** | **X** |
| *DigitalWorkshops* | **X** |  |  |  | **X** | **X** | **X** | **X** |
| *Tutorials* | **X** |  | **X** | **X** | **X** |  |  |  |
| **Assessment method** |  |  |  |  |  |  |  |  |
| *Portfolio* | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** |

1. **Inclusive module design**

The School recognises and has embedded the expectations of current equality legislation, by ensuring that the module is as accessible as possible by design. Additional alternative arrangements for students with Inclusive Learning Plans (ILPs)/ declared disabilities will be made on an individual basis, in consultation with the relevant policies and support services.

The inclusive practices in the guidance (see Annex B Appendix A) have been considered in order to support all students in the following areas:

a) Accessible resources and curriculum

b) Learning, teaching and assessment methods

1. **Campus(es) or centre(s) where module will be delivered**

Canterbury

1. **Internationalisation**

By the nature of the architectural visualisation industry, lectures, seminar teaching and tutorials will continue to draw on international source materials, particularly learning from best examples of contemporary practice. This module will continually engage with national and international industrial partners to maintain the cutting-edge nature of the course and to maximise employability.

**If the module is part of a programme in a Partner College or Validated Institution, please complete sections 18 and 19. If the module is not part of a programme in a Partner College or Validated Institution these sections can be deleted.**

1. **Partner College/Validated Institution**

N/A

1. **University School responsible for the programme**

N/A

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**Revision record – all revisions must be recorded in the grid and full details of the change retained in the appropriate committee records.**

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| --- | --- | --- | --- | --- |
| Date approved | Major/minor revision | Start date of the delivery of revised version | Section revised | Impacts PLOs (Q6&7 cover sheet) |
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