1. KentVision Code and title of the module

DIGM3400 - 3D Fundamentals

## Division and School/Department or partner institution which will be responsible for management of the module

Division of Computing, Engineering and Mathematical Sciences, School of Engineering

## The level of the module (Level 4, Level 5, Level 6 or Level 7)

Level 4

## The number of credits and the ECTS value which the module represents

15 credits (7.5 ECTS)

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

Autumn

## Prerequisite and co-requisite modules and/or any module restrictions

None

## The course(s) of study to which the module contributes

Compulsory to the following courses:

BSc Digital Design

BSc Digital Design with a Year in Industry

BSc Digital Design with a Year Abroad

## The intended subject specific learning outcomes. On successfully completing the module students will be able to:

## 8.1. Develop technical skills in conceptualising and designing 3D models using appropriate industry standard tools.

8.2. Understand the principles and techniques of UV mapping and texturing using appropriate industry standard tools.

8.3. Learn the principles of lighting, rendering and compositing to present 3D models in accordance with industry standards.

## The intended generic learning outcomes. On successfully completing the module students will be able to:

9.1 Use Information and Communication Technologies

9.2 Present and communicate their creative and technical work in a timely manner

9.3 Identify gaps in their knowledge and skills, critically reflect on their performance and find strategies to fill those gaps.

## A synopsis of the curriculum

This is a practical module which covers the steps for creating three-dimensional elements. Each workshop includes hands-on training in 3D design and compositing software. The module covers 3D modelling and texturing as well as digital camera and lighting techniques. The module introduces the basic 3D design production techniques using the appropriate industry-standard software.

## Reading list

## The University is committed to ensuring that core reading materials are in accessible electronic format in line with the Kent Inclusive Practices.

## The most up to date reading list for each module can be found on the university's [reading list pages](https://kent.rl.talis.com/index.html).

## Contact Hours

Private Study: 120

Contact Hours: 30

Total: 150

## Assessment methods

13.1 Main assessment methods

• 3D Asset Creation (3-4 weeks development work) (30%)

• 3D Asset Look Development (7-8 weeks development work) (70%)

13.2 Reassessment methods

Reassessment instrument: 100% coursework

## Map of module learning outcomes (sections 8 & 9) to learning and teaching methods (section 12) and methods of assessment (section 13)

**Module learning outcomes against learning and teaching methods:**

| **Module learning outcome** | 8.1 | 8.2 | 8.3 | 9.1 | 9.2 | 9.3 |
| --- | --- | --- | --- | --- | --- | --- |
| **Private Study** | **X** | **X** | **X** | **X** | **X** | **X** |
| Workshop | **X** | **X** | **X** | **X** |  | **X** |
| Lecture | **X** | **X** | **X** | **X** | **X** | **X** |

**Module learning outcomes against assessment methods:**

| **Module learning outcome** | 8.1 | 8.2 | 8.3 | 9.1 | 9.2 | 9.3 |
| --- | --- | --- | --- | --- | --- | --- |
| 3D Asset Creation | **X** |  | **X** | **X** | **X** | **X** |
| 3D Asset Look Development | **X** | **X** | **X** | **X** | **X** | **X** |

## Inclusive module design

The Division 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

## Campus(es) or centre(s) where module will be delivered

Canterbury

## Internationalisation

## Introduction to 3D Design, modelling and compositing software packages used in international contexts.

## Assessment of creative and technical skills in relation to international industry standard practices.

**DIVISIONAL USE ONLY**

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

| Date approved | New/Major/minor revision | Start date of delivery of (revised) version | Section revised  (if applicable) | Impacts PLOs (Q6&7 cover sheet) |
| --- | --- | --- | --- | --- |
| 16/03/17 | Major | January 2018 | 7, 8-11, 13, 14 | YES |
| 15/10/2020 | Major | September 2021 | 7, 8-11, 13, 14 | NO |
| 11/04/2022 | Minor | September 2022 | 14 | NO |
| 14/11/2022 | Major | September 2023 | 8, 10, 12, 13, 14 | NO |