1. **Title of the module**

DIGM8310 (EL831) - Digital Visual Art Set-Up

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

Computing, Engineering and Mathematical Sciences

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**

15 credits (7.5 ECTS)

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

Autumn

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

None

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

MSc/PDip in Computer Animation

MSc/PDip in Digital Visual Effects

1. **The intended subject specific learning outcomes.
On successfully completing the module students will be able to:**
2. Have a thorough knowledge of the wide range of skills and procedures employed in the modelling and animation production cycle including modelling, rigging, skinning, muscle dynamics, texturing and lighting.
3. Understand the role of a digital animator in the full production cycle.
4. Understand these areas across a range of current software with hands-on ability particularly in Alias Maya and a compositing program.

These outcomes are related to the programme learning outcomes in the appropriate curriculum maps as follows:

MSc/PDip in Computer Animation: A1,A4,A5, B1, B2, C1.

MSc/PDip in Digital Visual Effects: A1,A5, B1,B2, C1.

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

Demonstrate ability in generating, analysing, presenting and interpreting data, will learn to use ICT, and will develop core key skills, such as learning effectively, critical thinking and time management, contributing to the Transferable/Key Skills in the generic learning outcomes in the appropriate curriculum maps as follows:

MSc/PDip in Computer Animation: D1,D2,D5-D7.

MSc/PDip in Digital Visual Effects: D1,D2,D5-D7.

1. **A synopsis of the curriculum**

Studio Classes:

Introduction to Modelling, Animation, Lighting, Rendering, Compositing.

Coursework:

Integrated project inclusive of outcomes

Workshops:

Step by step instruction on tackling the problems.

1. **Reading list (Indicative list, current at time of publication. Reading lists will be published annually)**
2. **Learning and teaching methods**

Total contact hours: 140

Private study hours: 10

Total study hours: 150

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

Portfolio (100%)

13.2 Reassessment 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* | *8.6* | *9.1* | *9.2* | *9.3* | *9.4* |  |  |
| **Learning/ teaching method** |  |  |  |  |  |  |  |  |  |  |  |  |
| **Private Study** | **x** | **x** | **x** |  |  |  | **x** |  |  |  |  |  |
| *e.g. workshop* | **x** | **x** | **x** |  |  |  | **x** |  |  |  |  |  |
| *e.g. laboratory* |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| **Assessment method** |  |  |  |  |  |  |  |  |  |  |  |  |
| *e.g. MCQ test* |  |  |  |  |  |  |  |  |  |  |  |  |
| *e.g. Presentation* |  |  |  |  |  |  |  |  |  |  |  |  |
| *Portfolio* | **x** | **x** | **x** |  |  |  | **x** |  |  |  |  |  |
| *e.g. Examination* |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |

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**

Computer animation is by its nature an international discipline, and learning resources, materials and directed learning will include resources, examples and case studies from across the world.

**DIVISIONAL SUPPORT OFFICE USE ONLY**

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

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 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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Revised FSO Jan 2018