1. **Title of the module**

DIGM3400 (EL340) - Digital Effects

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

Engineering and Digital Arts

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

Level 4

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)**

Spring

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

None

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

BA in Digital Arts

BA in Digital Arts with a Year in Industry

BSc Multimedia Technology & Design

BSc Multimedia Technology & Design with a Year in Industry

MArt in Digital Arts

MArt in Digital Arts with a Year in Industry

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

8.1. Create 3D models using polygons and NURBs using 3D modelling software

8.2. Texture, light and render 3D models using appropriate software.

8.3. Composite a 3D model into a photograph using compositing software.

1. **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.

1. **A synopsis of the curriculum**

This is a practical module which covers the steps for integrating computer-generated elements within a photographic back-plate. Each workshop includes hands-on training in visual effects and compositing software. The module covers 3D modelling, texturing and animation as well as digital camera and lighting techniques. The module introduces the basic visual effects production pipeline using the appropriate industry-standard software.

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

* Derakhshani, Dariush. 2015. Introducing Autodesk Maya 2016. Indianapolis, IN: John Wiley & Sons.
* Palamar, Todd. 2014. Mastering Autodesk Maya 2015. Hoboken: John Wiley & Sons
* Christiansen, Mark and Brie Gyncild. 2013. Adobe After Effects CC classroom in a book. San Jose, California, USA: Adobe Systems Incorporated.
* Christiansen, Mark. 2014. Adobe After Effects CC: visual effects & compositing studio techniques. Peachpit.

1. **Learning and teaching methods**

Total contact hours: 20

Private study hours: 130

Total study hours: 150

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

* Camera and light matching (30%)
* Integrated CG Model (70%)

13.2 Reassessment methods

Reassessment instrument: 100% coursework

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* | *9.1* | *9.2* | *9.3* |
| **Learning/ teaching method** |  |  |  |  |  |  |
| Private Study | **x** | **x** | **x** | **x** | **x** | **x** |
| Workshop | **x** | **x** | **x** | **x** |  | **x** |
| **Assessment method** |  |  |  |  |  |  |
| Camera & light matching | **x** | **x** |  | **x** | **x** | **x** |
| Integrated CG model | **x** | **x** | **x** | **x** | **x** | **x** |

1. **Inclusive module design**

The School 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**

Introduction to modelling, animation and compositing software packages used in international contexts.

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

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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.**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date approved | Major/minor revision | Start date of the delivery of revised version | Section revised | Impacts PLOs (Q6&7 cover sheet) |
| 16/03/17 | Major | January 2018 | 7, 8-11, 13, 14 | Yes |
|  |  |  |  |  |

Revised FSO Jan 2018