1. **Title of the module**

DIGM5320 (EL532) Professional 3D & Compositing

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

School of Engineering and Digital Arts

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

Level 5

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)**

Spring

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

DIGM3400 (EL340) Digital Effects – pre-requisite

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

BSc Multimedia Technology & Design

BSc Multimedia Technology & Design with a Year in Industry

BA/MArt in Digital Arts

BA/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 Understand the principles of modelling software and environments.

8.2 Appreciate the main constraints that affect computer based 3D modelling.

8.3 Communicate through the production of basic 3D models and animation.

8.4 Appreciate the parameters that produce good modelling solutions.

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 Work in flexible, creative and independent ways and to think critically

9.4 Learn effectively for the purpose of continuing professional development

1. **A synopsis of the curriculum**

This module introduces the basic animation pipeline using industry-standard software packages.

Each technical workshop session includes hands-on training in visual effects and compositing software. Practical sessions cover 3D modelling, texturing, lighting and animation.

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

Williams, R. E. (2009). *The Animator’s Survival Kit: Manual of Methods, Principles, and Formulas for Computer, Stop-motion, Games and Classical Animators*. London: Faber and Faber.

1. **Learning and teaching methods**

60 Contact hours

240 Private study hours

Total hours 300

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

10-second Keyframe Transformation Animation (30%)

20-second Animation and reflective evaluation of 1,000 words (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)***

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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Module learning outcome** | *8.1* | *8.2* | *8.3* | *8.4* | *9.1* | *9.2* | *9.3* | 9.4 |
| **Learning/ teaching method** |  |  |  |  |  |  |  |  |
| Private Study | x | x | x | x | x | x | x | x |
| *Workshops* | x | x | x | x | x | x | x | x |
| *Tutorial Lectures* | x | x |  |  |  |  |  | x |
| **Assessment method** |  |  |  |  |  |  |  |  |
| *Keyframe Transformation Animation* | x | x | x | x | x | x | x | x |
| *Animation* | 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**

The module curriculum equips students with the skills, knowledge and best practice required by the creative industries, in particular the global animation and post-production effects industry.

**FACULTIES 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.**

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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) |
| 21/02/18 | Major | January 2019 | 7, 10-13 | No |
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