

## Module Specification

### Module Summary Information

<b>1</b>	<b>Module Title</b>	3D Modelling and Animation
<b>2</b>	<b>Module Credits</b>	20
<b>3</b>	<b>Module Level</b>	5
<b>4</b>	<b>Module Code</b>	DIG5119

<b>5</b>	<b>Module Overview</b>
<p>This module provides knowledge of and develops skills in the production of 3D models, rendering and animation for use in a variety of different media and platforms.</p> <p>The philosophy of the module is not to either create experts in one particular area of modelling, rendering or animation, or experts in a single tool, but to develop a range of skills and a wider understanding of how to use 3D modelling and animation within digital media.</p> <p>You will learn to produce 3D models and geometry which are textured, lit, animated and if required by the project, rigged, then exported for use in other platforms, such as video, web and games.</p> <p>You will be able to utilise the skills that you have developed in this module to produce and work with 3D content in a variety of different scenarios.</p>	

<b>6</b>	<b>Indicative Content</b>
<p>Employers require graduates that can demonstrate an appreciation of the principles of 3D modelling and animation, as they create innovative products for media industry sectors, using the latest technology. This module gives students the opportunity to develop a professional approach to the modelling and animation process, choosing the right software for the purpose as they integrate technical expertise and practical skills.</p>	

<b>7</b>	<b>Module Learning Outcomes</b>
<b>On successful completion of the module, students will be able to:</b>	
<b>1</b>	Use industry standard tools to build 3D models with a good topology.
<b>2</b>	Employ lighting, texturing and shading techniques, to produce realistic renders.
<b>3</b>	Make effective use of planning and animation tools.
<b>4</b>	Engage effectively in team working.

8 Module Assessment			
Learning Outcome			
	Coursework	Exam	In-Person
1-4	X		

9 Breakdown Learning and Teaching Activities	
Learning Activities	Hours
<b>Scheduled Learning (SL)</b> includes lectures, practical classes and workshops, peer group learning, Graduate+, as specified in timetable	48
<b>Directed Learning (DL)</b> includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE	12
<b>Private Study (PS)</b> includes preparation for exams	140
<b>Total Study Hours:</b>	200