UNIVERSITY of BRADFORD

Module Descriptor

3D Character Modelling and Animation

Module Code:	GAV4003-B
Academic Year:	2018-19
Credit Rating:	20
School:	Department of Media Design and Technology
Subject Area:	Games, Animation and Visual Effects
FHEQ Level:	FHEQ Level 4

Pre-requisites:

Co-requisites:

Contact Hours

Type	Hours
Lectures	12
Tutorials	6
Laboratory	18
Directed Study	164

Availability Periods

Occurrence	Location/Period
BDA	University of Bradford / Semester 2 (Feb - May)

Module Aims

To provide practical knowledge of 3D computer animation production processes in a project-based environment with particular reference to character animation.

Outline Syllabus

Storyboarding for production. Simple CG animation. 3D Character modelling. UV texturing. Character rigging. Character animation. Lighting cameras and rendering.

Module Learning Outcomes

On successful completion of this module, students will be able to...

1 manage the production process with a secure grip on effective planning; evaluate elements of the 3D computer animation process including character development, modelling, rigging, surface mapping, animation and rendering within a CG environment.

2 work with growing autonomy to a specific brief in the production of a piece of work encapsulating 3D character and animation; problem solve specific workflow pipelines; exercise character design modelling rigging and animation skills; and combine multiple 3D elements to produce an animation and be aware of related workflow issues.

3 manage time and resources to complete a project and use critical analysis and to evaluate quality of form, character, and aesthetics.

Learning, Teaching and Assessment Strategy

Course delivered through a combination of practical labs, didactic presentations, group work, and directed reading, through handouts / tutorials / videos. The supplied material will provide the theoretical background, the didactic presentations will model best practice, the lab sessions will reaffirm the practical skills and the group work will develop critical, social and professional skills, often found in industry Supplementary assessment is to repair deficiencies in original submission.

Mode of Assessment

Type	Method	Description	Length	Weighting	Final Assess'
Summative	Other form of assessment DO NOT USE	Project to produce a 3D computer animation (30 seconds max)	0 hours	100%	Yes

Legacy Code (if applicable)

EM-0140D

Reading List

To view Reading List, please go to **rebus:list**.