

Module Details	
Module Title	Introduction to 3D Computer Animation
Module Code	GAV4007-B
Academic Year	2020/1
Credits	20
School	Department of Media Design and Technology
Subject Area	Games, Animation and Visual Effects
FHEQ Level	FHEQ Level 4
Pre-requisites	N/A
Co-requisites	N/A

Contact Hours	
Type	Hours
Laboratories	48
Directed Study	152

Availability	
Occurrence	Location / Period
BDA	University of Bradford / Semester 1

Module Aims
To foster deep learning by providing a fully supported autonomous learning environment, that students can investigate, experiment, learn 3D computer modelling and animation.

Outline Syllabus
Introduction to Maya interface, poly modelling, NURBS, texturing, rigging, animation, personal investigation, tutorials and crit.

Learning Outcomes	
Outcome Number	Description
01	Describe and explain the general concepts of 3D graphics and a 3D computer animation environment.
02	Produce a 3D animation using appropriate processes and techniques; identify the advantages and disadvantages of computer graphics environments in relation to other key areas of animation and modelling.
03	Demonstrate personal and project management skills by work to a specification within a prescribed timescale.

Learning, Teaching and Assessment Strategy
The modules focus is to foster deep learning through investigating for the purpose of developing autonomous systems for future study. The module covers many different learning environments, game learning, presentations, group work, personal enquiry, screen capture demonstrations, online lectures, analysing academic texts, online questionnaires/presentations, remote sessions using VLE, infographics productions, peer marking, user testing, industry feedback, tutorials and social network group work.

Mode of Assessment				
Type	Method	Description	Length	Weighting
Summative	Coursework	Use tutorial to make animated model. Produce several formative Maya models and One final Maya model and a HD render 1920	N/A	50%
Summative	Coursework	Project containing several Maya models and HD render; One final Maya model and a HD render 1920 x 1080	N/A	50%

Reading List
To access the reading list for this module, please visit https://bradford.rl.talis.com/index.html

Please note:

This module descriptor has been published in advance of the academic year to which it applies. Every effort has been made to ensure that the information is accurate at the time of publication, but minor changes may occur given the interval between publishing and commencement of teaching. Upon commencement of the module, students will receive a handbook with further detail about the module and any changes will be discussed and/or communicated at this point.

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