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| Module code | AX-3308 | | |
| Module Title | Computer Generated Imagery (CGI) | | |
| Degree/Diploma | Bachelor of Arts (Design and Creative Industries) | | |
| Type of Module | Major Option | | |
| Modular Credits | 4 | Total student workload | 8 hours/week |
| | | Contact hours | 4 hours/week |
| Prerequisite | None | | |
| Anti-requisite | None | | |
| Aims To introduce to students the industry related with architectural visualisation, game development, 2D and 3D animation, VFX and post-production projects. Students will get a wide range of digital skills, being introduced to industry software such as Blender, Maya and Adobe Creative Suite. | | | |
| Learning Outcomes: <i>On successful completion of this module, a student will be expected to be able to:</i> | | | |
| Lower order: | 10% | - Define advanced 2D and 3D animation and storyboard production | |
| Middle order: | 10% | - Characterise 2D and 3D animation techniques to produce a short animation | |
| Higher order: | 80% | - Research on 3D animation concepts with various visual effects - Prepare a storyline with character and setting design collaboratively - Present group animation during group critiques - Work collaboratively and manage time and tasks | |
| Module Content - Methods in planning and designing a storyline - 3D animation concepts - Design characters - Key framing - Effects animation - Enhance animatic - 3D animation production techniques (rigging, camera angles and visual effect) - Individual expression and development in 3D animation | | | |
| Assessment | Formative assessment | Weekly assessment and feedback | |
| | Summative assessment | Examination: 0% Coursework: 100% - 1 group 3D animation project (60%) - 1 individual written learning journal (10%) - 1 group critiques with verbal presentation (10%) - 1 individual digital portfolio with storyboard, character and setting design (20%) | |