

## Facial Modelling/Animation

Module Code:	GAV5005-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 5
Module Leader:	Mr Jason Theaker

Additional Tutors:

Pre-requisites:

Co-requisites:

### Contact Hours

Type	Hours
Lectures	12
Laboratory	12
Directed Study	176

### Availability Periods

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

### Module Aims

This module aims to develop your research skills, with regard to developing a character for facial expressions and or dialog, to develop your facial modelling skills for character expressions and or dialog, to prepare your for industry, by developing a 'restricted' true to industry brief, and to develop an understanding of modelling, texturing, rigging and animation for facial animation, dialog and expressions.

### Outline Syllabus

1. Introduction to brief and marking criteria, (documentation) view student work
2. Edge loops and muscle structure, 30 min test, polygon modelling, break down (your) drawing, modelling Tutorial (polygons), review films
3. Modelling tutorial, (refining the model, modelling and rigging the eyes) (personal tutorial for storyboard and calendar) review films
4. Texturing tutorial, (texturing face, normal's, uv's, mapping, uv texture editor, lighting, cameras, Depth of field) review films
5. Modelling tutorial, (rigging jaw with bones, skinning, blend shapes, component editor, teeth) review films
6. Rigging tutorial, (rigging tong, jaw control)
7. Morphing tutorial, (additive shapes, different face shapes for dialogue, phonemes, expression morph targets)
8. Modelling and sound tutorial, (blink, modelling tips, sound Break down soundtrack for dialogue, dope sheet.)
9. Animation tutorial, (tips, animation, graph editor)
10. Render and composite tutorial (render settings and After Effects, composite)
11. Feedback , personal tutorials and support
12. Feedback , personal tutorials and support

### **Module Learning Outcomes**

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

- 1 work to a 'restricted' brief that mirrors true industry practice;  
critically evaluate a piece of animation for the purpose of improving the conceptual and artistic development of an effective piece of character animation for dialogue.
- 2 develop a fully functioning character with facial expressions and or dialog (using appropriate modelling, texturing);  
develop a practical and critical awareness of the production processes in the development of an effective dialogue animation;  
integrate complicated production pipelines in the completion of the project.
- 3 deploy enhanced technical analysis and problem solving skills.

### **Learning, Teaching and Assessment Strategy**

Module delivered through a combination of practical labs, didactic presentations, group work, and directed reading. The reading will provide the theoretical background, the didactic presentations will model best practice and the lab sessions will reaffirm the practical skills.

As part of the critical evaluation and social development the student has to document the production process in the form of a Blog. This initiates personal development in the form of, personal critical evaluation skills, time management, personal / peer feedback and engagement, social peer assent. The blog's fundamental purpose is to develop personal and group formative and summative assent in the evaluation of the production.

Supplementary Assessment is to repair deficiencies in original submission.

## Mode of Assessment

Type	Method	Description	Length	Weighting	Final Assess'
Summative	Dissertation or Project Report	Documentation	-2000 words	30%	Yes
Summative	Coursework	Produce an animation and the computer model with textures	10-20 second animation	70%	No

## Legacy Code (if applicable)

EM-0253D

## Reading List

To view Reading List, please go to [rebus:list](#).