UNIVERSITY of BRADFORD

Module Descriptor

| Module Details | |
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| Module Title | 3D Character Modelling and Animation |
| Module Code | GAV4003-B |
| Academic Year | 2023/4 |
| Credits | 20 |
| School | Department of Media Design and Technology |
| FHEQ Level | FHEQ Level 4 |

| Contact Hours | |
|---|---|
| Type | Hours |
| Laboratories | 24 |
| Directed Study | 176 |

| Availability | |
|---|---|
| Occurrence | Location / Period |
| BDA | University of Bradford / Semester 2 |

## 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.

| Learning Outcomes | |
|---|---|
| Outcome Number | Description |
| 01 | 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. |
| 02 | 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. |
| 03 | 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 |
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| Course delivered through a combination of online lectures, 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 | Weighting |
| Summative | Computer-based assessment | Project to produce a short (10 second render of character) 3D computer animation and Maya files. 30 seconds max | 100% |

| Reading List |
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| 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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