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Refer to guidance notes for completion of each section of the specification.

Module Code:	ARD462
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Module Title:	3D Animation
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Level:	4	Credit Value:	20
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Cost Centre(s):	GADC	JACS3 code:	W615
		HECoS code:	100057

Faculty	FAST	Module Leader:	Steve Jarvis
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Scheduled learning and teaching hours	24 hrs
Placement tutor support	0hrs
Supervised learning eg practical classes, workshops	24 hrs
Project supervision (level 6 projects and dissertation modules only)	0 hrs
Total contact hours	48 hrs
Placement / work based learning	
Guided independent study	152 hrs
Module duration (total hours)	200 hrs

Programme(s) in which to be offered (not including exit awards)	Core	Option
BA(Hons)/MDes Animation	✓	<input type="checkbox"/>
BA (Hons)/MDes Visual Effects	✓	<input type="checkbox"/>

Pre-requisites
N/A

Office use only	
Initial approval: 22/01/2020	Version no:1
With effect from: 01/09/2020	
Date and details of revision:	Version no:

Module Aims	
	<ul style="list-style-type: none"> To introduce students to the application and appreciation of 3D Animation methods and techniques. To introduce students to layout and planning skills. To enable students in the exploration of the use of 3D Animation methods and techniques.

Module Learning Outcomes - at the end of this module, students will be able to	
1	Identify and appreciate methods and techniques of 3D animation.
2	Provide evidence of planning a short character animation.
3	Demonstrate the ability to layout 3D assets to form a scene that compliments a 3D animation.
4	Explore and document the process of lighting and rendering for 3D animation.

Employability Skills The Wrexham Glyndŵr Graduate	I = included in module content A = included in module assessment N/A = not applicable
<i>Guidance: complete the matrix to indicate which of the following are included in the module content and/or assessment in alignment with the matrix provided in the programme specification.</i>	
CORE ATTRIBUTES	
Engaged	I
Creative	I
Enterprising	N/A
Ethical	N/A
KEY ATTITUDES	
Commitment	I
Curiosity	I
Resilient	I
Confidence	I
Adaptability	I
PRACTICAL SKILLSETS	
Digital fluency	I
Organisation	I
Leadership and team working	N/A
Critical thinking	A
Emotional intelligence	A
Communication	A
Derogations	
None	

Assessment:

Indicative Assessment Tasks:

Students will produce coursework that demonstrate their ability to identify, appreciate and apply 3D Animation methods and techniques with evidence of planning skills through layout studies.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1-4	Coursework	100

Learning and Teaching Strategies:

- Lectures will allow students to identify, appreciate and apply 3D Animation methods and techniques.
- Assignments will enable students to produce animated sequences applying 3D animation techniques.
- Technical demonstrations will enable students to acquire the technical skills needed to complete the assignments.
- Tutorial guidance, group critique and student seminars will underpin the students skill development and understanding of the student.

Syllabus outline:

This module introduces students to the identification, appreciation and application of 3D animation methods and techniques with an emphasis on planning skills through layout studies.

Indicative Bibliography:**Essential reading:**

Taylor, R. (1996). Encyclopedia of animation techniques. London: Focal Press

Choi, J. (2004). Maya character animation: sophisticated guide to modelling, rigging and animation techniques. Alameda, Calif. SYBEX

Other indicative reading

O'Halley, T. (2010). Hybrid animation: integrating 2D and 3D assets. London: Focal