

| Module Details | |
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| Module Title | Introduction to 3D Computer Animation |
| Module Code | GAV4007-B |
| Academic Year | 2023/4 |
| Credits | 20 |
| School | Department of Media Design and Technology |
| FHEQ Level | FHEQ Level 4 |

| Contact Hours | |
|----------------|-------|
| Type | Hours |
| Laboratories | 48 |
| Directed Study | 152 |

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

| Module Aims |
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| To gain a full grounding in all the processes involved (modelling, texturing, rigging, animation and rendering) in the production of computer graphics animation. |

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

| Learning Outcomes | |
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| 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 |
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| The sessions are supported by tutorials (video and text) and are fundamentally delivered through didactic presentations, group learning, critical evaluations, online quizzes and one to one peer to peer and lecture feedback. |

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

| 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.