

1. **Title of the module**

CC7002 Character and Creature Modelling and Presentation

2. **Division or partner institution which will be responsible for management of the module**

Escape Studios, Pearson College London

3. **The level of the module (Level 4, Level 5, Level 6 or Level 7)**

Level 7

4. **The number of credits and the ECTS value which the module represents**

30 credits (15 ECTS)

5. **Which term(s) the module is to be taught in (or other teaching pattern)**

Autumn or Spring

6. **Prerequisite and co-requisite modules**

None

7. **The course(s) of study to which the module contributes**

MA Character & Creature Creation

8. **The intended subject specific learning outcomes.**

On successfully completing the module students will be able to:

8.1 demonstrate a systematic knowledge and understanding of the theory and concepts of 3D Character and Creature Modelling, Texturing, Lighting and Rendering in a production environment, with special regard to new and emerging theories and technologies.

8.2 critically evaluate and select production tools and techniques for the creation of 3D characters and creatures

8.3 create 3D characters and creatures, applying the using appropriate tools and techniques necessary for original ideas and work, with special consideration to anatomy

8.4 apply an understanding of established styles and art direction in the creation of characters and creatures

9. The intended generic learning outcomes.

On successfully completing the module students will be able to:

- 9.1 manage time and resources to complete tasks to a given deadline
- 9.2 communicate creative and technical information to a variety of audiences.

10. A synopsis of the curriculum

- Character and Creature Modelling Pipeline with Model prep for Texturing and Rigging
- Texturing and Lighting for Film and Games Pipelines
- Using Anatomy of Characters and Creatures in the creation of characters
- Posing characters for characterisation and final output

11. Reading list (Indicative list, current at time of publication. Reading lists will be published annually)

Spencer, S., 2010. Zbrush digital sculpting human Anatomy. John Wiley & Sons.

Spencer, S., 2011. ZBrush character creation: advanced digital sculpting. John Wiley & Sons.

Su, H. and Zhao, V., 2011. Alive character design: For games, animation and film. Gingko Press, Incorporated

Richer, P.M.L.P., 1986. Artistic anatomy. Watson-Guption Publications.

Goldfinger, E., 1991. Human anatomy for artists: The elements of form (p. 289). Oxford: Oxford University Press.

Zarins, U. and Kondrats, S., 2014. Anatomy for Sculptors: Understanding the Human. Exonibus, LLC,.

12. Learning and teaching methods

Students undertake direct instruction from tutors with relevant industry experience in a studio environment to introduce theory and practice. Practice and practical work is supervised by tutors and supported by studio assistants. Additional materials and support are provided through the Virtual Learning Environment (VLE).

Tutor-led studio sessions: 135 hours

Studio assistant supported practice: 45 hours

Self directed study: 120 hours

13. Assessment methods

13.1 Main assessment methods:

Coursework 60%

MODULE SPECIFICATION

This is a practical project involving the creation of a character or creature fitting an established art direction. This assessment is compulsory to pass the module.

Reflective Log (website or blog) (approx. 3000 words) 30%

Individual Presentation (10-15 minutes) 10%

14. **Map of module learning outcomes (sections 8 & 9) to learning and teaching methods (section 12) and methods of assessment (section 13)**

| Module learning outcome | 8.1 | 8.2 | 8.3 | 8.4 | 9.1 | 9.2 |
|-------------------------------------|-----|-----|-----|-----|-----|-----|
| Learning/ teaching method | | | | | | |
| Tutor-led studio sessions | X | X | X | X | | |
| Studio assistant supported practice | | X | X | X | | |
| Self Directed Study | X | X | X | X | X | X |
| Assessment method | | | | | | |
| Coursework | X | X | X | X | X | |
| Reflective Log | X | X | | | X | X |
| Presentation | X | X | | | | X |

15. **Inclusive module design**

The Collaborative Partner recognises and has embedded the expectations of current equality legislation, by ensuring that the module is as accessible as possible by design. Additional alternative arrangements for students with Inclusive Learning Plans (ILPs)/declared disabilities will be made on an individual basis, in consultation with the relevant policies and support services.

The inclusive practices in the guidance (see Annex B Appendix A) have been considered in order to support all students in the following areas:

- a) Accessible resources and curriculum
- b) Learning, teaching and assessment methods

16. **Campus(es) or centre(s) where module will be delivered**

Pearson College London

17. **Internationalisation**

Character and Creature Creation is by its nature an international discipline, and learning resources, materials and directed learning will include resources, examples and case studies from across the world. Based on the design, this module offers almost endless possibilities of what could be created. This is something that will be promoted very much in this module, and how we understand and use culture/diversity appropriately.

18. **Partner College/Validated Institution**

Escape Studios, Pearson College London

19. **University Division responsible for the course**

Division of Computing, Engineering and Mathematical Sciences

DIVISIONAL USE ONLY

Revision record – all revisions must be recorded in the grid and full details of the change retained in the appropriate committee records.

| Date approved | Major/minor revision | Start date of delivery of revised version | Section revised | Impacts PLOs (Q6&7 cover sheet) |
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