

# MODULE SPECIFICATION

1. **Title of the module**  
CC7003 Character and Creature Technical Direction
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:**  
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 Technical Direction
  - 8.2 critically evaluate and select production tools and techniques for Technical Direction
  - 8.3 create production ready assets, applying theory and using appropriate tools and techniques demonstrating an understanding of anatomy and physics
  - 8.4 apply advanced anatomical theory to production ready assets
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**

This module has two pathways: Character Rigging and Python Scripting OR Character FX.

- Character and Creature Rigging
- Anatomical Rigging
- Introduction to Python Scripting within Maya
- Character FX for Muscle/Fur/Cloth
- Analysing Character and Creature anatomy to influence decision making in Character Rigging or Character FX

### 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.

Allen, E. and Murdock, K.L., 2011. Body language: advanced 3D character rigging. John Wiley & Sons.

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

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

Houdini Foundations Book [<https://www.sidefx.com/tutorials/houdini-foundations-book/>]

O'Hailey, T., 2018. Rig it right! Maya animation rigging concepts. Routledge.

### 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%

This is a practical project involving the creation of Character Rigs OR Character FX, ready for animation. 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
<b>Learning/teaching method</b>						
Tutor-led studio sessions	X	X	X	X		
Studio assistant supported practice		X	X	X		
Self Directed Study	X	X	X	X	X	X
<b>Assessment method</b>						
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. This module will look at technical concepts and mathematics, that bridge language barriers and diversify potential job possibilities i.e. coding in python for Software Development.

18. **Partner College/Validated Institution**

Escape Studios, Pearson College London.

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

Division of Computing, Engineering and Mathematical Sciences.

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## 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)