

MODULE SPECIFICATION

1. **Title of the module:** 3D Foundation PRSN7010
2. **School or partner institution which will be responsible for management of the module:** Escape Studios, Pearson College London
3. **The level of the module (e.g. 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. **Pre or co-requisites:** None
7. **The programmes of study to which the module contributes:** MA Visual Effects Production (3D)
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 modelling techniques, physical material properties, texturing and photorealistic rendering in a visual effects production environment.
 - 8.2 critically evaluate and select production tools and techniques to create photorealistic textures and highly accurate 3D assets for use in visual effects production pipeline.
 - 8.3 create, texture, light and render highly accurate photorealistic 3D objects within a visual effects production environment.
 - 8.4 seamlessly composite photo-real 3D rendered objects with a still image.
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**
The foundations and theories of 3D computer based graphics.
Different modelling techniques and their application.
UV mapping techniques and camera projections.
Physics of material properties with respect to computer graphic shaders.
Photo-real texture painting and 3D surfacing techniques.
Light transport and modern photo-realistic rendering techniques.
11. **Reading List (Indicative list, current at time of publication. Reading lists will be published annually)**
Computer Graphics: Principles and Practice: Principles and Practices, J.F. Hughes, A. Van Dam, J.D. Foley and S.K. Feiner, Pearson Education
Mathematics for computer graphics, John Vince, Springer Science & Business Media.
Autodesk User Guide [<http://download.autodesk.com/global/docs/>]

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Introducing Autodesk Maya (Autodesk Official Training Guides), Dariush Derakhshani, John Wiley & Sons.

12. Learning and Teaching methods

Students undertake direct instruction from tutors in theory and practice in the context of the discipline, supported by directed reading and study. Practice and practical work in a studio environment is supervised by tutors and supported by studio assistants. Additional materials and support is provided through the VLE..

Tutor-led studio sessions: 135 hours

Studio assistant supported practice: 45 hours

Directed study: 120 hours

13. Assessment methods.

13.1 Main assessment methods

Coursework 50%

This is a practical project involving 3D rendered elements composited into a still image. (LO 8.1, 8.2, 8.3, 8.4, 9.1)

Production logbook (3000 words) 40% (LO 8.1, 8.2, 9.1)

Individual Presentation (15 minutes) 10% (LO 8.1, 8.2, 8.3, 8.4, 9.2)

13.2 Reassessment methods

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	Hours allocated						
Tutor-led studio sessions	135	30	45	30	30		
Studio assistant supported practice	45		15	15	15		
Directed Study	120	30	30	15	15	15	15
Assessment method							
Coursework		✓	✓	✓	✓	✓	
Logbook		✓	✓			✓	
Presentation		✓	✓	✓	✓		✓

15. Inclusive module design

The Collaborative Partner recognises and has embedded the expectations of current disability equality legislation, and supports students with a declared disability or special educational need in its teaching. Within this module we will make reasonable adjustments wherever necessary, including additional or substitute materials, teaching modes or assessment methods for students who have declared and

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discussed their learning support needs. Arrangements for students with declared disabilities will be made on an individual basis, in consultation with the Collaborative Partner’s disability/dyslexia student support service, and specialist support will be provided where needed.

16. Campus(es) or Centre(s) where module will be delivered:

Escape Studios

17. Internationalisation

Visual effects 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.

18. Partner College/Validated Institution:

Escape Studios, Pearson College London

19. University School responsible for the programme:

Engineering & Digital Arts

FACULTIES SUPPORT OFFICE 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 the delivery of revised version	Section revised	Impacts PLOs (Q6&7 cover sheet)