

FdA 3D Animation and Visualisation

for Film and Games



Course Specification

This Course Specification is designed for prospective students, current students, graduates, academic staff and potential employers. It provides a summary of the main features of the course and the intended learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if they take full advantage of the learning opportunities that are provided.

Whilst every endeavour has been made to provide the course described in the Course Specification, the University reserves the right to make such changes as may be appropriate for reasons of operational efficiency or due to circumstances beyond its control. Any changes are made in accordance with the University's academic standards and quality procedures.

This document is available in alternative formats on request.

PROGRAMME SPECIFICATION

The Programme Specification provides a summary of the main features of the **FdA 3D Animation and Visualisation for Film and Games** course, and the learning outcomes that a 'typical' student might reasonably be expected to achieve and demonstrate if they pass the course.

Further detailed information on the learning outcomes, content and teaching and learning methods of each unit may be found in the Unit Descriptors, which form part of this Handbook.

<u>Key Course Information</u>	
Final Award	Foundation Degree (FdA)
Course Title	3D Animation and Visualisation for Film and Games
Award Title	3D Animation and Visualisation for Film and Games
Teaching institution	Bournemouth and Poole College (BPC)
Awarding Institution	AUB Arts University Bournemouth
Offered in the School of	Bournemouth Film School
Professional accreditation	None
Length of course / mode of study	2 years full-time
Level of final award (in FHEQ)	Level 5
Progression route	BA (Hons) 3D Animation and Visualisation for Film and Games
UCAS code	3DAV
Language of study	English
External Examiner for course:	Kenneth Lau
	<i>Please note that it is not appropriate for students to contact external examiners directly</i>
Date of Validation	May 2023
Date of most recent review	N/A
Date programme specification written/revised	September 2023

Course Description

This FdA 3D Animation and Visualisation for Film and Games course is intended for students who wish to create 3D content and animations for film or games. The focus is on creature and character development, animation, game assets and environments, virtual set extensions for films and virtual production techniques. It includes 3D modelling and animation workflow, rigging, texturing and shading, lighting, rendering and post-production.

The course aims to expose students to the diverse nature of the challenges faced by those who take on the role of a relevant industry specific practitioner. The course is aimed at emerging 3D content creators, 3D animators and visualisation artists.

Course Aims

The course aims to:

1. Provide a safe and stimulating environment in which students may develop their skills to a high standard and explore their own potential for a career in 3D animation and visualisation production.
2. Encourage students to develop a comprehensive knowledge and experience of a wide range of techniques that improve their skills in 3D animation production.
3. Engage students in academic research relating to the subject of 3D Animation and Visualisation in a variety of historical and current contexts.
4. Foster learners' creativity in the field of 3D Animation by acquainting them with notable practitioners and studios and concepts in computer generated imagery and providing an opportunity to emulate, experiment and innovate.
5. Stimulate the student's technical potential and emotional intelligence through collaboration with other practitioners, in their own, and other disciplines.
6. Provide students with a range of transferable skills in writing, working in teams, and IT, as a basis for professional activity and future employment.
7. Develop the student's ability to solve problems and innovate in the course of their work.
8. Prepare students as professional freelance and employed creatives.

Course Outcomes

By the end of this course, students be able to:

1. Engage in 3D Animation and Visualisation production effectively utilising theory-based principles to inform creative decisions.
2. Demonstrate an in-depth knowledge of the historical, social, cultural and economic aspects of their specialism.
3. Analyse and evaluate key principles and concepts in relation to 3D Animation developing a critical understanding of the subject area.
4. Reflect upon their own 3D specific practices and achievement in relation to their employability.
5. Demonstrate the ability to confront, explore and assimilate 3D computer generated content, concepts and practices.
6. Collaborate with other creative practitioners demonstrating an awareness of professionalism and subject specific knowledge.
7. Competently organise and participate in target driven work, whilst meeting deadlines and client demands.
8. Develop a well-rounded skill set and professional mindset, enabling success as both freelance and employed creatives in a dynamic and competitive creative industry.

Reference Points

UK Quality Code for higher education, including:

- Subject Benchmark Statement:

- Framework for Higher Education Qualifications (FHEQ)
AUB Regulatory Framework and Undergraduate Assessment Regulations

Learning, Teaching Strategies

The study time allocated to each unit in the course incorporates a balance of formal teaching, tutorial support and independent learning. The course is structured progressively to provide increasing opportunities for independent study as students reach the later stages of the course.

Teaching is directed at supporting individual engagement in learning. There are also opportunities to work in teams to enable experiential learning from a production environment that includes peer cooperation.

There may also be occasions where digital delivery is appropriate. Where this is the case, this might include on-line lectures, seminars, presentations, and one to one tutorial. It is important that students engage with on-line course delivery in the same way as when on campus.

The progressive promotion of independent learning reflects the anticipated maturing as a learner, allowing students to direct their studies towards their own specialist goals. The teaching in Level 4 is directed at providing students with the knowledge, concepts and skills to take increasing responsibility for the management of their own learning; this is a key element of the student-centred approach taken at Levels 5 and in preparation for progression to Level 6, and ultimately for life in the work-place.

The delivery methods are informed by the University's Strategic Plan and share the over-arching aims:

- i) to enable each student to realise their potential;
- ii) to develop and support individual learner autonomy;
- iii) to promote the acquisition of transferable/key skills;
- iv) to develop and promote best practice in approaches to teaching, learning and assessment;
- v) to promote the sharing of good practice across the University, building on best practice both within the University and nationally.

Assessment

Each unit is assessed separately, and the assessment forms part of the unit. Assessment both provides a measure of student achievement, and also gives the student regular feedback on how their learning is developing.

For every unit of the course, students will be informed on what they are expected to learn; what they have to submit; how their work will be assessed; and any deadlines for presenting work for assessment.

A minimum of one unit at Level 4 will be assessed on a pass/fail basis, with written feedback but no numerical grade. All other units will be given a percentage mark.

Students will receive a final mark for each unit in the form of a percentage, which will be recorded on their formal record of achievement (transcript). Each component of assessment is graded using a notched marking scale, whereby only certain marks are used within each grade. The only marks available within any ten-point band are *2, *5 and *8 (eg 62, 65, 68).

These marks correspond to a low, mid, and high level of achievement within each grade band.

All learning outcomes must be passed to successfully complete the unit.

On successful completion of the FdA course, students will be awarded a classification based on their unit marks. The final classification is determined using unit marks at Levels 5.

If a student progresses to Honours level study, their degree calculation will be based on the percentage marks at Level 6 only.

For further information on assessment, progression, awards and classifications, please visit <https://aub.ac.uk/regulations>

Course Structure

All students are registered for the award of the Foundation Degree (FdA); however, exit awards are available if a student was to leave the course early, having successfully completed a stage. If students successfully complete a level of the course, they will automatically be entitled to progress to the next level.

For the award of a Certificate of Higher Education (CertHE), students must have achieved a minimum of 120 credits at Level 4. This qualification may be awarded if they leave the University following successful completion of the first year of the course.

For the award of the Foundation Degree (FdA), a student must have achieved a minimum of 240 credits of which a minimum of 120 must be at Level 5. This qualification will be awarded upon successful completion of the course.

Course Content

The course consists of two years of study at Level 4 and Level 5, with each lasting one academic year of full-time study. As the course progresses students will have opportunities to explore and develop the core skills required to enter the current 3D Animation and Visualisation industry, and/or gain progression to a related Level 6 course of study.

This course aims to develop technical skills and creative abilities required for 3D animation and visualisation process, thereby enhancing career opportunities in related creative and media industries. Students will engage with relevant theory around media, society and representation in order to inform their work. Analytical skills are developed and research methodologies are explored, enabling an appreciation of the relationship between practice, theory and history of computer-generated imagery production. The course develops students' ability to communicate and to use effective presentation skills. Alongside the development of professional management competence, the course aims to enhance visual and literary capabilities and the ability to resolve production problems.

The skills developed on this course are accompanied by general transferable skills which can be used in a range of applications. The promotion of self-directed learning and an ability to critically evaluate individual work and that of others is fundamental to this team-based production course

Throughout levels 4 and 5 the assets and workflows created in each unit will form and increasingly sophisticated on-line portfolio to showcase students' skills to the creative industries and potential employers. Students finished work will be posted on sites such as Art Station, Linked In and shared on relevant Social Media.

Level 4

At this level, students are introduced to knowledge of media theory and the underlying concepts and principles associated with 3D animation and visualisation, whilst developing an ability to evaluate and interpret the application of complementary art and design skills within image creation and animation practice. Students are introduced to the fundamental technical and technological disciplines of the visualisation processes through a series of practical workshops, lectures and seminars.

The fundamental principles of 3D visualisation are taught through a series of practical animation exercises alongside workshops in 2D visual development, 3D modelling, 3D painting and texturing and visual effects. All practice is underpinned by an engagement with historical and cultural contexts, and students develop essential research and study skills which help them develop an ability to present, evaluate and interpret information from multiple sources.

Level 5

At this level students will build on skills developed at Level 4, applying aesthetic awareness and technical knowledge in a production context that reflects industry best practice. Students will critically engage with theories, concepts, paradigms and principles associated with 3D media in order to develop a deeper understanding of their field of study. Students work with increasing independence to take 3D content creation from concept and previsualization requirements, to production development and final post-production stages. Students will also be introduced to recognised animation principles and consider production roles specialising in either 3D character or environment development. Students are then assessed on their individual assignments and major project.

By deploying key techniques in creating imagery from multiple sources, students will begin to develop a specialist portfolio of skills relevant to an industry context. As part of the process of becoming an independent learner, there are also potential opportunities for industry collaboration and studio visits. This work will require the application of a range of established production techniques and research methods, to effectively communicate ideas and identify extents of knowledge.

In order to gain relevant industry skills in terms of networking and developing relevant contacts, students have the opportunity to present work to industry panels and show their work in an End of Year Exhibition. This is in addition to a series of studio visits and industry focused conferences.

Specialist resources:

Software:

Autodesk Maya, 3ds Max, AutoCAD
Maxon Zbrush, Cinema 4D
Unreal Engine, Twinmotion, Quixel Bridge, Mixer
Adobe Creative Cloud, Substance Suite
Houdini, DaVinci Resolve, MocapX

Hardware:

Cintiq/Huion Graphic Tablets
HTC Vive Pro for VR and Virtual Production
Rokoko Motion Capture facility
Green Screen Studio
Video and Photography equipment
High end work stations.

Course Units

Unit Code	Unit Title	Credit Weighting
Level 4:		
VFG401	Visual Development	40
VFG402	3D Asset Development 1	40
VFG403	Portfolio Development	40
Level 5:		
VFG501	3D Animation	20
VFG502	VFX and Post Production	20
VFG503	3D Asset Development 2	40
VFG504	Major Project	40

Course Diagram

This diagram shows the proposed start/end dates for each unit and shows teaching weeks only; holiday periods are not included.

Level 4																														
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Autumn Term											Spring Term										Summer Term									
Induction week	VFG401 Visual Development Weeks 1-10 (40 credits)										VFG402 3D Asset Development 1 Weeks 11-20 (40 credits)										VFG403 Portfolio Development Weeks 21-30 (40 credits)									

Level 5																														
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Autumn Term											Spring Term										Summer Term									
	VFG501 3D Animation Weeks 1-10 (20 credits)										VFG502 VFX & Post-Production Weeks 11-20 (20 credits)										VFG504 Major Project Weeks 21-30 (40 credits)									
	VFG503 Asset Development 2 Weeks 1-20 (40 credits)																													

