MODULE SPECIFICATION

1. **KentVision Code and title of the module**

   PRSN5021 Proceduralism 2D and 3D

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

   Escape Studios

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

   Level 5

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

   30 (15 ECTS)

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

   Autumn Term (Term 1)

6. **Prerequisite and co-requisite modules and/or any module restrictions**

   None

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

   Compulsory to the following courses:

   Technical Art for Games & VFX BSc (Hons)
   Technical Art for Games & VFX (Integrated Masters) MSci (Hon)

8. **The intended subject specific learning outcomes. On successfully completing the module students will be able to:**
   - 8.1. demonstrate a comprehensive understanding of established theories, technology and tools relevant to the creation of procedurally generated content and interoperability
   - 8.2. critically evaluate established technical solutions and apply concepts to solve a range of creative problems
   - 8.3. produce a range of technical solutions in the creative process to industry-standard

MODULE SPECIFICATION

9. **The intended generic learning outcomes. On successfully completing the module students will be able to:**

9.1. manage time and resources to deliver a range of projects within given constraints

9.2. collaborate with others to produce discipline-specific work and improve their technical craft

10. **A synopsis of the curriculum**

- Introduction to Proceduralism in 2D texturing
- Tiling materials / Trim sheets
- Baking
- Image processing
- 3d volumes / noises
- Procedural placement
- Building generation
- Simulations
- Rules based placement
- Destruction
- Particles
- Creating tools in procedural DCC for cross platform
- Node based approaches in procedural DCC
- Programming language for procedural DCC
- Procedural DCC Pipeline tools
- Best practice in project structures and asset building

11. **Reading list**

We are committed to ensuring that core reading materials are in accessible electronic format in line with the Kent Inclusive Practices.

The most up to date reading list for each module can be found on our reading list pages.

12. **Contact Hours**

Private Study:200

Contact Hours: 100

Total: 300

13. **Assessment methods**

Project - 75% (90 hours workload) - pass-compulsory

Retrospective - 25% (3000 words)

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

Module learning outcomes against learning and teaching methods:

Module learning outcome	8.1	8.2	8.3	9.1	9.2
Private Study	**x**	**x**	**x**	**x**	**x**
Studio Skill Sessions	**x**	**x**	**x**		

Module learning outcomes against assessment methods:

Module learning outcome	8.1	8.2	8.3	9.1	9.2
Project	**x**	**x**	**x**	**x**	**x**
Retrospective	**x**	**x**			

15. Inclusive module design

Escape Studios 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

Escape Studios London Campus

17. Internationalisation

The Creative Industries are by their nature international disciplines, 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

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

Computing, Engineering and Mathematical Sciences

DIVISIONAL USE ONLY

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

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