

## MODULE SPECIFICATION

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

PRSN5023 Technical Direction

**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:

Character Creation for Animation, Games & VFX BSc (Hons)

Character Creation for Animation, 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 knowledge and critical understanding of the theory and concepts of 3D Character and Creature Technical Direction

8.2 evaluate and select tools and techniques for Technical Direction

8.3 create assets, applying theory and using appropriate tools and techniques demonstrating an understanding of anatomy and physics

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### 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 in a variety of formats.

### 10. A synopsis of the curriculum

- ✎ Character Rigging in 3D DCC
- ✎ What is a rig? (Output for VFX and Real-time)
- ✎ Introduction to Scripting for Rigging
- ✎ Databases and Procedural Library Creation
- ✎ Creating Cloth and soft surface simulations in 3D DCC and procedural DCC
- ✎ Exporting ready for rendering
- ✎ Creating Muscle Systems in 3D DCC
- ✎ Muscle Simulation Pipeline (PSD)
- ✎ Finalising a character
- ✎ Fur and Hair Groom
- ✎ Introduction to Procedural interoperability
- ✎ Using Interactive Groom
- ✎ Shading and rendering hair for Offline and Real Time
- ✎ Simulating Hair
- ✎ Introduction to Animation
- ✎ Adding character
- ✎ Simulating a character (Final presentation)

### 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)

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### 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	
Studio Skill Sessions				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	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

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### 19. University Division responsible for the course

Computing, Engineering and Mathematical Sciences

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#### 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)