

PART A: GENERAL INFORMATION

1. Module Title		3D for Visual Effects – Core (EXVX4002)
2. School		Escape Studios
3. Level		4
4. Total Credits/ ECTS Value		15 (7.5 ECTS)
5. Total Synchronous Contact Hours		60
6. Programme(s) to which the Module Contributes		BA/MArt The Art of Video Games BA/MArt The Art of Visual Effects BA/MArt The Art of Computer Animation (2D/3D)
7. Related Modules	Pre-requisites	None
	Co-requisites	None
	Post-requisites	None
	Excluded Combinations	None
8. External Accrediting Body (If applicable)		N/A
9. Modes of Study		Full-time
10. Delivery Site(s)		Escape Studios, London

PART B: MODULE LEARNING OUTCOMES**11. Learning Outcomes**

On successfully completing the module students will be able to:

Demonstrate Knowledge & Understanding of...

1. The theory and role of 3D in VFX production its place in the creative industries

Demonstrate Intellectual Skills in...

2. Evaluating 3D tools, techniques and approaches for the creation of a final rendered image

Demonstrate Subject Specific Skills in...

3. Selecting and using appropriate 3D tools and techniques for use in a VFX production to meet specified objectives

Demonstrate Transferable Skills in...

4. Delivering a project to meet a specific set of objectives within defined time and resource constraints
5. Communicating to a variety of audiences in a technical and creative context

PART C: RATIONALE AND DELIVERY**12. Synopsis of the Curriculum**

This module introduces students to the fundamentals of developing 3D assets for use in a visual effects pipeline. It takes you from zero experience to providing a sound foundation on which to build your 3D skills. Through intensive hands-on projects you'll begin to learn the latest 3D software and techniques, including modelling, texturing, lighting and rendering. The aims are:

- To develop students' understanding of 3D for Visual effects
- To provide a grounding in basic practice that will inform students future work and will relate to or complement a chosen career path.

Key words: 3D, modelling, VFX, lighting, texturing, rendering

Outline syllabus:

- 3D theory and concepts
- Modelling for VFX
- Colour and Surfaces
- Introduction to Texturing
- Shading and Lighting
- Rendering

13. Learning and Teaching Methods

The module follows the Craft module model, with practical tutor-lead sessions in studio being the primary mode of delivery. In these sessions students are introduced to theory in the context of exercises, building their knowledge and understanding alongside their intellectual and practical skills.

14. Contact Hours

Module Credit Value	Scheduled Learning Activities	Guided Independent Study	Total Learning Hours
15 credits	Skills sessions (36 hours), Studio time (24 hours)	Preparation for classes, guided research, assignment preparation and development (90 hours)	150 hours

15. Assessment Methods**Formative Assessment**

Formative assessment will be provided throughout the module, both in terms of feedback on work in progress during the contact hours.

Summative Assessment

Assignment 1: 3D Project (75%)

Approximately 4 weeks of development work.

Assignment 2: Presentation (25%)

Approximately 10 minutes

Re-sits

Students who fail this Module will be permitted to submit revised assessment components in accordance with the Academic Regulations

16. Map of Module Learning Outcomes to Learning, Teaching and Assessment Methods

Learning outcome	1	2	3	4	5
Learning/ teaching					
Skills Sessions	X	X	X	X	X
Studio Time	X	X	X	X	X
Assessment method					
3D Project	X	X	X	X	
Retrospective		X			X

17. Indicative Reading List

This is an indicative list, correct at the time of publication. Reading lists will be published at least annually.

- Maya Visual Effects the Innovator's Guide, Eric Keller, Autodesk Official Press (2013)
- Digital Modeling, William Vaughan, New Riders (2011)
- Inside VFX: An Insider's View Into The Visual Effects And Film Business, Scott Ross, CreateSpace Independent Publishing Platform (2014)
- <http://www.creativebloq.com/3d-world-magazine>
- <http://motionographer.com/>
- Escape Studios digital resources

18. Inclusive Module Design

The College recognises and has incorporated 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 relevant policies and support services. Furthermore, the module design has sought to embed inclusive curriculum content.

MODULE SPECIFICATION

Date of initial approval	July 2023
Date of revision	N/A
Version number	1
Effective from	September 2024