



Module Specification

Summary Information

Module Code	5606FACT
Formal Module Title	Motion Capture and Virtual Production
Career	Undergraduate
Credits	15
Academic level	FHEQ Level 5
Module Pass Mark	40

Learning Methods

Learning Method Type	Hours
Workshop	40

Module Offering(s)

Start Month	Duration
September	28 Weeks

Aims and Outcomes

Aims	The aim of this module is to introduce students to the principles and core operation of Virtual Production and Motion Capture.
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Learning Outcomes

After completing the module the student should be able to:

Code	Description
ML01	Appraise the skillset needed for basic operation of motion capture and VP systems.
ML02	Examine a number of the technical and scientific principles that contribute to the technology of motion capture and VR.
ML03	Undertake the operation of motion capture and Virtual Production equipment.
ML04	Compare and contrast the ways in which motion capture and virtual production provide opportunities for creating meaning and experiences for an audience.

Module Content

Outline Syllabus

The module will look at the principles and possibilities of motion capture and VR, and will cover the operation and use of foundational motion capture and VR equipment and packages. The module will also consider the nature of audience engagement and reception of these tools and experiences they produce.

Module Overview

This module explores contemporary storytelling techniques and technologies; motion capture and virtual production. The rapid development and adoption of these technologies have enabled storytelling through previously impossible combinations of technologies. Students will learn practical skills in both motion capture and virtual production and apply these techniques to productions.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Learning Outcome Mapping
Artefacts	Example Experiences	75	0	ML01, ML02, ML03
Presentation	Viva	25	0	ML04