LIPA
THE LIVERPOOL INSTITUTE FOR PERFORMING ARTS

Module Specification

Summary Information

Module Code	4605FACT
Formal Module Title	Digital Production
Career	Undergraduate
Credits	15
Academic level	FHEQ Level 4
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	To introduce students to the application and appreciation of 3D tools and animation methods and techniques.
	To introduce students to layout and planning skills.
	To enable students in the exploration of the use of 3D design methods and techniques.

Learning Outcomes

After completing the module the student should be able to:

Code	Description
MLO1	Identify and appreciate methods and techniques of 3D animation.
MLO2	Provide evidence of planning a short character animation
MLO3	Demonstrate the ability to layout 3D assets to form a scene that compliments a 3D animation.
MLO4	Explore and document the process of lighting and rendering for 3D animation.

Module Content

Outline Syllabus
Students will be introduced to 3D Design software and tools and learn core skills and concepts such as navigation, prefabs, modelling, texturing lighting, and basic animation. Rendering and other output processes will also be explored.
Module Overview
The module aims to introduce digital tools such as 2D and 3D modelling, rigging and animation software to enable students to produce and render visual sequences without lens-based acquisition. Concepts such as prefacbs, modelling, texturing, and lighting will be explored. This module also serves as a foundation for future modules in VR and motion capture.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Learning Outcome Mapping
Portfolio	Digital Portfolio	100	0	MLO1, MLO2, MLO3, MLO4