**Modules Catalogue: DL828 - BA (Hons) in 3D Design, Modelmaking + Digital Art**

Erasmus students can study year 2 for a full academic year only.

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| **YEAR** | **MODULE CODE** | **MODULE TITLE** | **ECTS** | **SEMESTER** | **MODULE AIMS / LEARNING OUTCOMES** |
| 2 | MODM H2013 | **Digital Support Studies (3D)** | 10 | Full Academic Year | This module is intended to provide students with a basic comprehension of the 3D polygon modelling workflow using a 3D modelling software package.  On successful completion of the module, students will be able to:   * Model a simple bipedal character from a simple cylinder using poly modelling techniques * Skin this mesh over a biped rig in order to animate the figure * Use poly modelling techniques to make a simple environment * Texture both character and environment using texture maps and UV's. |
| 2 | MODM H2014 | **Critical and Contextual Studies** | 10 | Full Academic Year | This module deepens the research and analytical skills introduced in Stage One, using a focus on film and narrative as a means to create greater critical awareness. Group work, presentations, writing and a more intensive engagement with academic research and sourcing lay the groundwork for the move toward independent research projects in year three.  On successful completion of the module, students will be able to:   * Demonstrate an understanding of the range of creative and theoretical issues in creating filmed narrative * Demonstrate an understanding of the links between theory and practice and be able to reflect on how this understanding relates to their area of study * Prepare presentations within a group and deliver them to an audience of peers and colleagues * Source, summarise and analyse academic journal articles for content, style and approach. |
| 2 | MODM H2001 | **Model Animation** | 10 | Semester 1 | The appeal of animated models remains as popular as ever. From the mechanical contrivances of wooden automata to stop motion animated figures this style of work retains a distinctive visual appeal. The dual role of the model maker as artist and engineer is essential in this area. The mechanics and character must be carefully constructed to scale, along with the props and environment that they inhabit  Excellent examples of model animation are the automata of Paul Spooner and the stop motion films of Tim Burton.  On successful completion of the module, students will be able to:   * Generate a design and a sequence of movement from a chosen topic * Formulate an animation sequence and a simple storyboard * Design a mechanical system that will enable movement in the piece * Manufacture an animated model based upon the thematic and mechanical plans. |
| 2 | MODM H2012 | **Model Making for Film** | 10 | Semester 1 | This module is intended to provide students with an understanding of how to design from an historical period or style. The student will understand what the requirements of a film hand prop are, and how to make one.  On successful completion of the module, students will be able to:   * Understand how to take a design style or historical period and how to apply it in order to manufacture an object for use in a film * Produce a research based design progression document * Produce a final design sheet with full colour renders of the hand prop/props * Use block modelling/carving and advanced modelling techniques to make hand props * Use advanced mould making techniques to produce replicas in both block and strip mould format. |
| 2 | MODM H2010 | **Spectacle Arts** | 10 | Semester 2 | The module aims to introduce students to the world of street theatre, large scale puppetry and street art spectacle. It will provide wherever possible a live project experience to ensure that students get to show the work in a public arena. Through the roll out of fabrication and theoretical research workshops, you will gain a new insight how to develop/generate ideas for puppetry and street art spectacle.  On successful completion of the module, students will be able to:   * Engage in initial drawn and sculpted visual research * Demonstrate a knowledge of the practical requirements of Street theatre/Puppetry * Utilise a number of construction methods pertinent to S.T.+ Puppetry * Produce a functional wearable piece that expresses the character design * Demonstrate the ability to work in a group to achieve a unified performance/goal * Develop a combined performance and theoretical research led design approach. |
| 2 | MODM H2011 | **Advanced Sculpting** | 5 | Semester 2 | Studying a figure, students will gradually build a model, learning about measurements, proportions and the basic muscle structure. They will be shown how to sculpt, the human/ animal anatomy, and make it life like. The process is broken down in a step by step fashion.  Students will explore classical sculpting techniques and expressive modelling methods. There will be additional demonstrations and discussions on finishing techniques for your sculpture.  On successful completion of the module students, will be able to:   * Build a basic sculpture armature * Employ proper additive modelling techniques * Understand the use of necessary tools and equipment * Utilise the fundamentals of anatomy for sculpting * Employ proper finishing techniques. |
| 2 | TBC | **Skills Based Elective Module** | 5 | Semester 2 | The module will provide you with an opportunity to study outside of this course disciplines and to encounter a range of themes, ideas, creative and critical approaches which are new to you. You will work with students and staff from across the Faculty, so as well as encountering new areas of study this will also be an important opportunity for you to network with peers and lecturing staff. During this module, you will gain a basic level of proficiency in a specified skill or practice.  On successful completion of the module, you will be able to:   * Practice / refine the skill being learnt * Develop a brief and proposal for a project * Research the historical and cultural context for your skill * Maintain a reflective journal of work undertaken and knowledge / insight gained * Complete and present final project work. |