

**NEW ZEALAND INSTITUTES OF TECHNOLOGY AND POLYTECHNIC
QUALIFICATIONS IN INFORMATION & COMMUNICATIONS TECHNOLOGY**

PRESCRIPTION: AN600 3D MODELLING AND ANIMATION

AIM OF MODULE:	To provide the student with an understanding of the features of 3D Modelling and Animation, including concept design, modelling components and the skills to create a short animated project for use in a variety of media industries.
CREDITS:	7
STUDENT LEARNING HOURS:	70
CONTENT REVISED:	2004 (new)
PRESCRIPTION EXPIRY DATE:	Nov 2011

Level and Assessment Schedule

TOPICS	Highest Skill Level				Suggested Assessment Percentage
	R	C	A	P	
1. 3D Principles		*			20
2. Project Design		*			20
3. Project Development			*		60
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					100
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LEARNING OUTCOMES

The student will:

- | | | |
|---|---|--|
| C | 1 | Describe and demonstrate knowledge of a variety of 3D principles and techniques |
| C | 2 | Design and create concept artwork for a short animated project, including storyboards, turnaround artwork and technical drawings |
| A | 3 | Create a brief animated project |

CONTENT

1. 3D Principles

- Demonstrate an understanding of 3D Geometry.
- Identify various textures and materials, and apply them to a scene.
- Discuss the issues of 3D development, identify potential problems, and propose solutions.

2. Project Design

- Create a variety of concept artwork.
 - Technical Drawings
 - Storyboard Illustrations
 - 'Turnaround' Artwork
- Explain the storyline and events for the project by creating a series of outlines, descriptions and annotated scripts.
- Describe the features of the intended project.

3. Project Development

- Apply the concept designs and artwork previously developed to create an animated project.
- Demonstrate modelling skills by creating unique objects and manipulating them using various techniques. If possible, utilising several different modelling types.
- Create and apply a variety of textures and materials to 3D geometry.
- Create lighting effects and simulate a variety of conditions.
- Demonstrate a variety of animations through key-framing and other appropriate techniques.
- Create a rendered movie.

NOTE

The software packages employed should reflect packages currently used in the industry.