

## Module Specification

### Module Summary Information

<b>1</b>	<b>Module Title</b>	3D Graphics Primer
<b>2</b>	<b>Module Credits</b>	20
<b>3</b>	<b>Module Level</b>	4
<b>4</b>	<b>Module Code</b>	MED4140

<b>5</b>	<b>Module Overview</b>
<p>The purpose of this module is to give you the opportunity to learn about some of the mathematics required to create games in a 3D world.</p> <p>You will incorporate a 3D Graphics Library and use it for the creation of a game.</p>	

<b>6</b>	<b>Indicative Content</b>
<ul style="list-style-type: none"> <li>• Lectures</li> <li>• Workshops</li> <li>• Tutorials</li> </ul>	

<b>7</b>	<b>Module Learning Outcomes</b>
<b>On successful completion of the module, students will be able to:</b>	
<b>1</b>	Apply three-dimensional mathematical approaches to develop 3D graphics.
<b>2</b>	Using a given 3D framework implement gameplay to meet defined functionality.

<b>8</b>	<b>Module Assessment</b>		
<b>Learning Outcome</b>			
	<b>Coursework</b>	<b>Exam</b>	<b>In-Person</b>
<b>1-2</b>	<b>x</b>		

<b>9 Breakdown Learning and Teaching Activities</b>	
<b>Learning Activities</b>	<b>Hours</b>
<b>Scheduled Learning (SL)</b> includes lectures, practical classes and workshops, peer group learning, Graduate+, as specified in timetable	60
<b>Directed Learning (DL)</b> includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE	100
<b>Private Study (PS)</b> includes preparation for exams	40
<b>Total Study Hours:</b>	200