

## Module Specification

### Module Summary Information

<b>1</b>	<b>Module Title</b>	3D Modelling Theory and Practice
<b>2</b>	<b>Module Credits</b>	20
<b>3</b>	<b>Module Level</b>	4
<b>4</b>	<b>Module Code</b>	MED4144

<b>5</b>	<b>Module Overview</b>
<p>The purpose of this module is to give students to opportunity to learn and then apply fundamental 3D modelling techniques and texturing methodologies. Students will work individually to produce a game ready 3D prop asset for use within a game engine.</p>	

<b>6</b>	<b>Indicative Content</b>
<p><b>Session Topics:</b></p> <ul style="list-style-type: none"> <li>• Module Overview, Professional Studio Practice</li> <li>• Introduction to Maya</li> <li>• Further Maya, height maps and texturing</li> <li>• Photoshop for Texture creation</li> <li>• Substance Painter for Texture creation</li> <li>• Hard Surface modelling in Maya</li> <li>• Using Marmoset or game engines for asset presentation.</li> <li>• Formative Assessment &amp; Milestone Review</li> <li>• Final Review</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 professional art production tools to create a game ready 3D asset.
<b>2</b>	Research and utilise professional 3D art production methodologies and workflows.

<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