

Module Specification

Module Summary Information

1	Module Title	3D Character Production
2	Module Credits	40
3	Module Level	5
4	Module Code	MED5198

5	Module Overview
<p>The purpose of this module is to give students an up-to-the-moment introduction to the working methodologies of 3D video game character art production and this module allows students to experience the challenge of completing the research and development of a 3D video game character asset. Working individually, students will research appropriate production workflows and retopology creation methodologies, to define and develop their own unique game characters. The focus of the module will be solely on the 3D game development disciplines of character artist. This is due to the complexity and distinct specialisation that this role has within industry.</p>	

6	Indicative Content
<p>Session Topics:</p> <ul style="list-style-type: none"> • Module Overview, Presentation Skills and Reflection • ZBrush • Edgeloops and modelling for Animation • Lifedrawing • Game Engines (Unreal4) Shader & Lighting Methodologies • Topology • Zbrush: Form & anatomy • Communication skills / presentation skills • Milestone Review One • Milestone Review Two, Feature Complete • Milestone Review Two, Content Complete • Milestone Review Two, Final Review 	

7	Module Learning Outcomes
On successful completion of the module, students will be able to:	
	1 Evaluate and apply advanced professional art production tools.
	2 Appraise; form, anatomy and modern 3D sculpting software workflows to create professional standard 3D work.
	3 Discuss and analyse modern shader & lighting methodologies used to develop game ready textures & shaders.

	4	Critically reflect and communicate the production process & methodologies required to produce a game ready character asset.
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8 Module Assessment			
Learning Outcome			
	Coursework	Exam	In-Person
1-2	X		
3-4			X

9 Breakdown Learning and Teaching Activities	
Learning Activities	Hours
Scheduled Learning (SL) includes lectures, practical classes and workshops, peer group learning, Graduate+, as specified in timetable	120
Directed Learning (DL) includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE	200
Private Study (PS) includes preparation for exams	80
Total Study Hours:	400