

Module Specification

Module Summary Information

1	Module Title	3D Sculpting Primer
2	Module Credits	20
3	Module Level	5
4	Module Code	MED5199

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

6	Indicative Content
<p>Session Topic:</p> <ul style="list-style-type: none"> • Module Overview, Character Development • Introduction to Character in Maya • Zbrush/Sculptris – Basics • Proportion • Anatomy • Milestone One: Formative Assessment • Milestone Two: Formative Assessment • Final Review 	

7	Module Learning Outcomes
On successful completion of the module, students will be able to:	
1	Apply professional art sculpting tools to produce assets which can run within technology constrained real-time environments.
2	Identify and apply professional art methodologies to produce high resolution 3D assets.

8	Module Assessment		
Learning Outcome			
	Coursework	Exam	In-Person
1-2	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	60
Directed Learning (DL) includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE	100
Private Study (PS) includes preparation for exams	40
Total Study Hours:	200