Module Specification

Module Summary Information

1	**Module Title**	Animation Pipelines
2	**Module Credits**	20
3	**Module Level**	6
4	**Module Code**	MED6187

5	**Module Overview**
The purpose of this module is to give students the opportunity to learn and then apply fundamental 3D animation techniques and skinning methodologies for game character development. Students will work individually to produce an animation ready, 3D game character asset for use within a game engine.	

6	**Indicative Content**

- Module Overview, Animation overview – Rigging and Skinning
- Introduction Rigging
- Lecture – Understanding of weight distribution and timing within animation sequences
- Workshop – Introduction Skin Weighting
- Animation sets
- Professional tech
- Formative Review
- Final Review

7	**Module Learning Outcomes** **On successful completion of the module, students will be able to:**	
	1	Apply professional animation tools to rig and skin a game ready character model.
	2	Analyse and implement professional technical animation methodologies.

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