



Unit Title	Modelling to Camera
FHEQ Level	Level 4
Unit Code	ANI18103
Credit Value	15 Credits
Unit Type	Subject (Compulsory)

Learning Hours			
Staff – Student Contact Hours		Independent Study Hours	
Classes	45	Independent Study	65
Supervised access to resources		Preparation for Assessment	15
		Unsupervised Access to Resources	25
Total			150

Unit Description

This unit will offer you the opportunity to explore different skills that will enhance and prepare your scenes on other level 4 units. Firstly, it will give you an opportunity to meet students from the Games Design course to start building working relationships throughout your time on the course. You will learn together the basics of *modelling* simple assets in 3D, which will be later used in units ANI18104 and 18105 as props, to help stage and populate your scene.

Whilst modelling, you will be introduced to understanding *camera* techniques within a 3D space. Considering layout and staging, your props will be used to teach you how to play with a virtual camera and stage a range of shots, understanding filmic language techniques that will inform unit ANI18104 in term 2 and prepare you for unit ANI18105 in term 3.

This unit will run over two terms to give students the time to engage and focus on each of the two areas separately from other units that would require such knowledge, modelling in term 1 and camera in term 2.

The Five Principles underpin the Mindsets and Skillsets Manifesto and are the foundation upon which all course curriculum frameworks and unit specifications are based. The relevant Principles as stated below have been mapped against the Learning Outcomes relevant to each course unit and at each level (see Programme Specifications for full description of the Five Principles):

1. Cultivate / Where the individual thrives.
2. Collaborate / Where disciplines evolve.
3. Integrate / Where education engages industry.
4. Advocate / Where purpose meets practice.
5. Originate / creativity meets technology.

Unit Indicative Content

- Modelling workshops.
- Camera Workshops.
- Cross discipline learning.
- Experimenting and testing methods.
- Film analysis.
- Shot creation for layout and staging.

Unit Aims

- Identifying new roles and identities within your specialism.
- Demonstrate storytelling skills.
- Demonstrate new technical skills.
- Show effective communication skills on a range of levels.
- Cross learning with a different discipline.

Unit Learning Outcomes

LO 3 Development/Prototyping

Demonstrate a range of tests and solutions, informed by knowledge of the principles of the creative process.

Related Principle: INTEGRATE

LO 4 (Pre) Production

Identify, select and apply an appropriate selection of processes, materials and methods that inform creative and academic practice.

Related Principle: COLLABORATE

LO 8 Professional Identity

Evidence an emerging personal creative and professional identity

Related Principle: CULTIVATE

Learning and Teaching Methods

- Briefings (Unit leader)
- Lectures (Animation and Games course)
- Seminars (Course team)
- Workshops (Course team)
- Tutorials (One to one with tutors)
- Lectures (Animation and Games course)
- Self-Directed Study (Yourself)
- Online Activity (Students and Staff)

Assessment methods and tasks

Formative assessment will be held half way into the unit. This will be a one to one session with your tutor discussing your progress.

Summative assessment will be graded with written feedback on your final submission/s which will be uploaded using Moodle and Google drive.

Assessment tasks	Weighting (%) (one grade or multi-grade unit)
A range of 3D models	50%
A range of camera shots or possible camera moves	50%

Indicative Assessment Criteria

Assessment criteria are the basis on which the judgment of the adequacy of the work is made. A more detailed assessment criteria will be specified in the brief.

- Demonstrate an understanding of 3D modelling workflows. (LO3, LO4)
- Evidence of experimenting filmic language skills through composition. (LO3, LO4)
- Identify your specialism in relation to the new workflows on a professional level. (LO8)

Essential Reading list

1. Ghertner, E. (2010) *Layout and Composition for Animation*. MA, Focal Press.
2. McKinley, Michael. (2010) *Maya Studio Projects: Game Environments and Props*. Indianapolis, Ind. Wiley Pub.
3. Mercado, G. (2010) *The Filmmaker's Eye: Learning (and breaking) the Rules of Cinematic Composition*. MA, Focal Press.
4. Thesen, P. (2018) *Composition for the 21st Century, Vol2: Composition for the Character*. Florida, CRC Press.

Further reading and resources will be identified in your Project Brief