

## COURSE CONTENT

<b>Course Code</b>	DT2001
<b>Course Title</b>	3D Production
<b>Pre-requisites</b>	NIL
<b>No of AUs</b>	3
<b>Contact Hours</b>	39 Contact Hours

### **Course Aims**

This introductory level course will provide you with the fundamental skills required for 3D computer modelling and animation. You will be introduced to industry standard digital tools and gain a creative and technical competency with modelling, character design, movement, environment and rendering. These skills will provide a base from which you can expand your skills in further study.

### **Intended Learning Outcomes (ILO)**

By the end of the course, you should be able to:

1. Demonstrate competency with specialist software to produce 3D models and animations.
2. Employ production processes to create a 3D character model that is suitable for animated movement and expression.
3. Apply computer animation technique to create an original animated short sequence.
4. Present and demonstrate competency with the essential processes of modelling, UV mapping, rigging, keyframing and staging to enable a character performance.
5. Constructively discuss, critique, and contribute to problem solving of fundamental 3D modelling and animation techniques employed by peers

### **Course Content**

This course will introduce you to computer 3D modelling and animation. Emphasis is placed on learning techniques, principles and strategies to enable on-going independent learning of the specialist 3D software used. A wide variety of processes will be reviewed in order to provide an overall awareness of the complete 3D animation production process. Technical processes introduced include modelling, texturing, simple rigging, keyframe animation, lighting and rendering.

Once you have gained enough familiarity with essential processes, you will produce a short animation that demonstrates your culminated learning.

Most class sessions will contain demonstrations of a particular process by the instructor, reinforced with exercises and tasks for you to perform. 3D Production is comprised of many essential processes that once understood, offer a powerful digital toolset for creative expression and further refinement.