

Liverpool John Moores University

Title: 3D VISUALISATION FOR THE WEB
Status: Definitive
Code: **4037TECH** (105627)
Version Start Date: 01-08-2016

Owning School/Faculty: Electronics and Electrical Engineering
Teaching School/Faculty: Electronics and Electrical Engineering

Team	Leader
Karl Jones	Y

Academic Level: FHEQ4 **Credit Value:** 12 **Total Delivered Hours:** 36
Total Learning Hours: 120 **Private Study:** 84

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Practical	24
Tutorial	12

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	AS1	A mini-project to create a 3D object project capable of being incorporated and manipulated in a web-served environment.	100	

Aims

To give the student a grounding in the practical application of 3D visualizations in web-based environments.

Learning Outcomes

After completing the module the student should be able to:

- 1 Develop a 3D visualization and simple animation in a industry recognized package.
- 2 Demonstrate their understanding of the technical underpinning to multimedia file formats.
- 3 Incorporate user manipulated 3D images in an actively served web environment

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

CW	1	2	3
----	---	---	---

Outline Syllabus

Media file formats, sizes and limits and uses.

Introduce the fundamentals of 3D graphics

Creation of simple 3D objects

3D object animation basics.

Embedding and Viewing 3D objects in web-pages, players and Java applets

Learning Activities

Tutorials based on staggered topic discussion and Action Learning : student expected to discuss at tutorial the current stage of their application development, and undertake mini-project for themselves.

Notes

This module is for anyone who wishes to create simple 3D object visualizations (product catalogs, simple animations, 3D worlds etc) and incorporate them into web-served pages.