

Liverpool John Moores University

Title: INTRODUCTION TO MODELLING
Status: Definitive
Code: **4500GA** (116695)
Version Start Date: 01-08-2011

Owning School/Faculty: Liverpool School of Art & Design
Teaching School/Faculty: St Helens College

Team	Leader
Carole Potter	Y

Academic Level: FHEQ4
Credit Value: 24.00
Total Delivered Hours: 96.00
Total Learning Hours: 240
Private Study: 144

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	12.000
Practical	60.000
Tutorial	6.000
Workshop	18.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	Digital Portfolio	100.0	

Aims

1. Generate preproduction model design document.
2. Produce a 3D model using polygon modelling.
3. Explore the fundamental technical process for creating a texture.
4. Assist in setting up lighting and cameras for rendering.

Learning Outcomes

After completing the module the student should be able to:

- 1 Identify the creative workflow when creating 3D models.
- 2 Utilise interface, theory of polygons and explore 3D modelling.
- 3 Develop understanding of creating simple textures
- 4 Develop digital artwork in an organised clear manner.

Learning Outcomes of Assessments

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

Digital Portfolio 1 2 3 4

Outline Syllabus

The curriculum will include:

This module underpins all the specialist modules through the three years. It will introduce an ethos of good practice in pre-production, production and post-production. The skills learnt in this module are fundamental to the development and progress through this Programme.

This module will demystify the process that is fundamental in development of basic skills in modelling production workflow imbedding skills needed for the games industry. You will use a multitude of software to develop 3D Modelling and photo-manipulation to get to the end product / portfolio piece. You will utilise interface, theory of polygons and explore 3D modelling processes and develop understanding of the materiel editor by sourcing photographic imagery, digital painting and image manipulation.

Learning Activities

A short series of lectures and demonstrations will explain the methodology and procedure towards learning the digital and creative process needed to complete this task. Workshop sessions will develop your knowledge and skills and tutorials will help inculcate new methodologies and concepts into your practice.

References

Course Material	Book
Author	Kelly, L.
Publishing Year	2009
Title	Murdock 3ds Max 2010 Bible
Subtitle	
Edition	

Publisher	John Wiley & Sons
ISBN	

Course Material	Book
Author	Baron, J.B. and Wittmer, J.
Publishing Year	2010
Title	3ds Max 2010
Subtitle	
Edition	
Publisher	Paperback
ISBN	

Course Material	Book
Author	Adobe Creative Team
Publishing Year	2003
Title	Classroom in a Book: Adobe Photoshop CS
Subtitle	
Edition	
Publisher	Paperback
ISBN	

Course Material	Book
Author	McClelland, D. and Davis, P.
Publishing Year	2003
Title	Photoshop CS for Dummies (For Dummies (Computers))
Subtitle	
Edition	
Publisher	Paperback
ISBN	

Notes

This module explores how to set up, create a 3D model and render a finished image.