

## Liverpool John Moores University

Title: VIRTUAL DIGITAL STUDIO  
Status: Definitive  
Code: **6062TECH** (105447)  
Version Start Date: 01-08-2016

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

Team	Leader
David Ellis	Y

**Academic Level:** FHEQ6      **Credit Value:** 24      **Total Delivered Hours:** 60  
**Total Learning Hours:** 240      **Private Study:** 180

### Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Practical	48
Tutorial	12

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	AS1	Integrated 3D and Live TV programme	100	

### Aims

*To develop a virtual 3D studio package and integrate with live footage within a TV studio environment.*

### Learning Outcomes

After completing the module the student should be able to:

- 1 Develop a 3D studio background and other digital artefacts
- 2 Understand use of live chroma-key and lighting effects
- 3 Choreograph live action within a "virtual" environment
- 4 Create and direct a TV programme that integrates live studio programming with digital artifacts and scenery

## **Learning Outcomes of Assessments**

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

CW	1	2	3	4
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## **Outline Syllabus**

*Digital 3D programming*

*Live Action camera and lighting techniques for chroma-key*

*TV studio operations for mixed virtual and live environments*

## **Learning Activities**

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

## **Notes**

This module is for level 3 Broadcast students who wish to integrate a live and 3D environment into a TV programme.