

Liverpool John Moores University

Title: Virtual Digital Studio
Status: Definitive
Code: **6121ENG** (117121)
Version Start Date: 01-08-2016

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

Team	Leader
Paul Otterson	Y

Academic Level: FHEQ6 **Credit Value:** 24 **Total Delivered Hours:** 72
Total Learning Hours: 240 **Private Study:** 168

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Practical	48
Tutorial	24

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Technology	TV Prog		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 Critically evaluate the use of digital studio technology and develop a 3D studio background with other digital artefacts
- 2 Professionally apply the use of live chroma-key and lighting effects
- 3 Choreograph and evaluate 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:

3D & Live TV Programme 1 2 3 4

Outline Syllabus

3D programming to create studio backdrops and scenes.

Live Action camera and lighting techniques for live mixer chroma-key

TV studio operations for mixed virtual and live environments

Planning, directing and synchronizing live action and 3D within shots.

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 6 Broadcast students who wish to integrate a live and 3D environment into a TV programme.