

Liverpool John Moores University

Title: VIRTUAL DIGITAL STUDIO
Status: Definitive
Code: **6122ENG** (117127)
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:** 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
Technology	Tech		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:

Technology	1	2	3	4
------------	---	---	---	---

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